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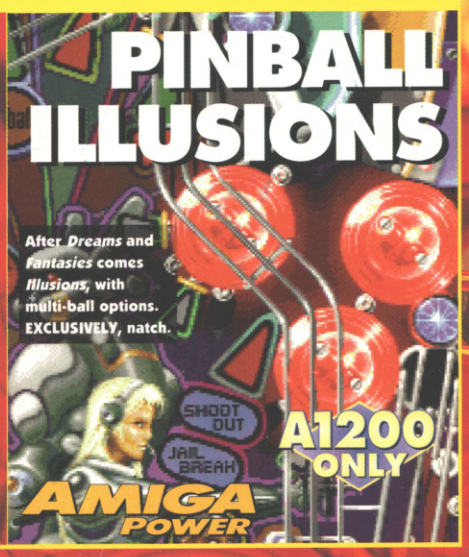

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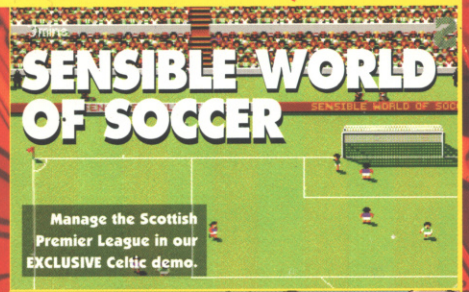

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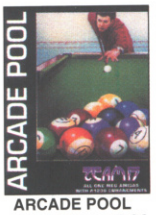

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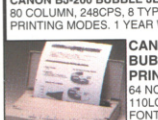

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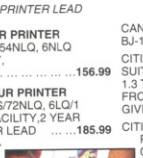

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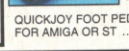

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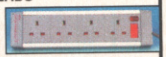

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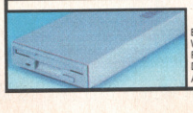

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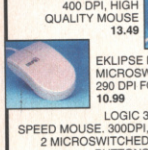

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ISSUE 43 NOVEMBER 1994

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Tel 0225 442244
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SUBSCRIPTIONS AND OVERSEAS DISTRIBUTION
Cary Court, Somerton, Somerset
TA11 6TB Tel 0225 442244

Annual subscription rate £39.95, post free

AMIGA POWER IS PRINTED IN THE UK
A member of the Audit Bureau of Circulations

ABC Registered circulation **48,147** Jan-June 1994

IT TURNS OUT THAT
Pumpkin and Honey Bunny don't leave empty-handed.

10 TRUE STORIES
News, previews and lots of other things rhyming with 'blues'.

26 DIARY OF A GAME
Sensible Software throw away another page of free advertising by talking complete rubbish.

28 PROGRAMMERS
How annoyed do programmers get with our harsh marking regime? Rude words and comments inside.

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Is there such a thing as good in-game music, or should you just play your own? We investigate.

70 SUBSCRIPTION CORNER
We give you completely free games for a discount price. What more do you want? Blood?

74 COMPLETE CONTROL
Rich Pelley's got it, and he'll give it to you too if you read his pages. Plus! How to play Theme Park really well.

82 BACK ISSUES/MAIL ORDER
We can confidently predict that in the 21st Century, shopping centres will be entirely replaced by the AMIGA POWER mail order page.

84 BUDGETS
Except they're anything up to three times what you'd have paid for a decent Spectrum game in the old days. And you can't hear the words.

88 HI HO SILVER LINING
Games we've previously reviewed on the Amiga, now available on the CD32.

93 PUBLIC DOMAIN
In the page of the free, games of varying quality roam unshackled by outlandish prices.

96 DO THE WRITE THING
In which which we obligingly correct any misapprehensions you may be labouring under.

99 THE BOTTOM LINE
The Amiga gaming equivalent of the Yellow Pages. Except they're white.

104 THE SECRET CAVERN
You too could have a haircut like Josse's. Apparently.

106 SINISTER THEME PARK
The ride of a (brief) lifetime.

WELCOME TO AMIGA POWER

Hello. There's a warm, cheery feeling to this month's AMIGA POWER, beginning with the glowing red cover and extending into the reviews, where we've got six or seven really great games that'll make you proud to be an Amiga owner. Not least of these are *Pinball Illusions*, a worthy th... the series... the best... And I per... quite joll... Jonath...

GAMES OF THE MO...

PINBALL ILLUSIONS

Get used to the names Law and Justice, Babewatch and Extreme Sports. You'll be using them a lot.

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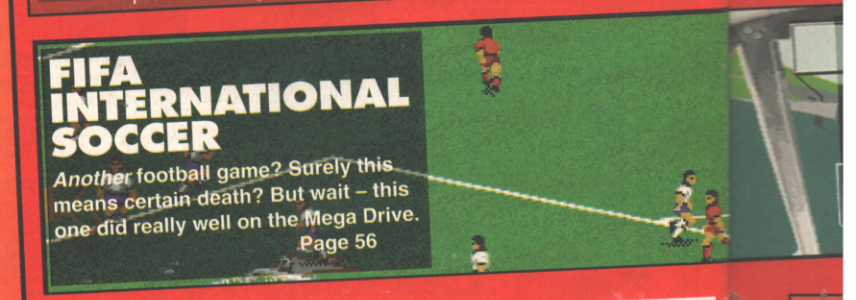
GUARDIAN

Not since *Gravity Force 2* has a game caused this much controversy, excitement and general slacking in the AMIGA POWER office. And it's unique to the CD32.

Page 42



FIFA INTERNATIONAL SOCCER

Another football game? Surely this means certain death? But wait – this one did really well on the Mega Drive.

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NEW HIGH SCORE

Why are AMIGA POWER's reviews often so much harsher than everyone else's? And how do the programmers feel when their handiwork comes a cropper in our pages? We investigate.

Page 28

PLUS! YOUR TOP 100

Which games do you like best?

Page 32

v Future Publishing 1994

JONATHAN NASH WOULD JUST LIKE TO SAY: "Rosalind Russell finds him in a desk."

JONATHAN WOULD JUST LIKE TO SAY: "Jonathan would just like to say. Jonathan would just like to say."

SARAH WOULD JUST LIKE TO SAY: "Oh no."

SUE WOULD JUST LIKE TO SAY: "What!?"

PAUL WOULD JUST LIKE TO SAY: "I'm too ill to think."

STEVE

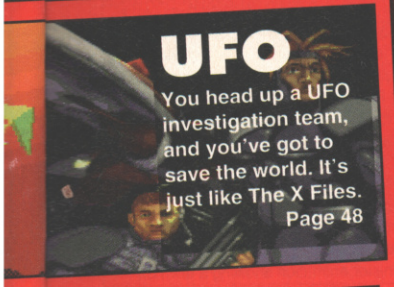
OVER 315

THOUSAND YEARS OF EVOLUTION, AND WE'VE STILL GOT THE BBFC

A POWER

worthy third instalment in the series, and *Guardian*, the best CD32 game ever. And I personally am feeling quite jolly, if that helps.
Jonathan Davies, Editor

E MONTH



UFO

You head up a UFO investigation team, and you've got to save the world. It's just like The X Files.
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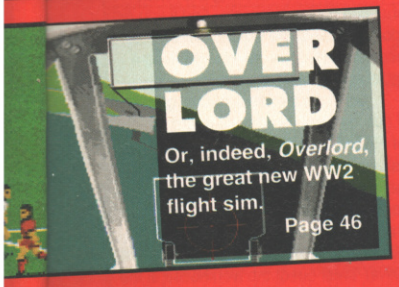

OVER LORD

Or, indeed, *Overlord*, the great new WW2 flight sim.
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WIN!

THE ULTIMATE CD32!
From US Gold.
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AND A VCR!
From Microprose.
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NOVEMBER 1994

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CAM WOULD JUST LIKE TO SAY: "I am the Master in my world of cake."

STEVE F WOULD JUST LIKE TO SAY: "I know the meaning of life, and it doesn't help me a bit."

disk 43

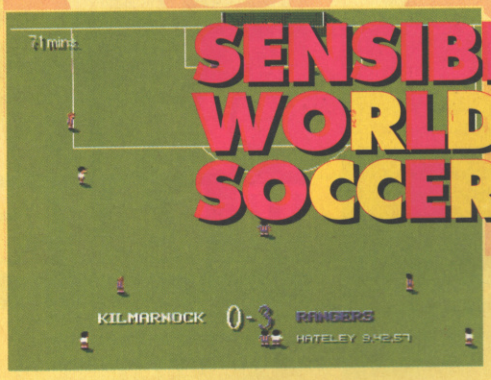
Regular readers will have recognised the pair of blue plastic squares attached the the front of AMIGA POWER as our coverdisks. Others may have mistaken them for components of a sinister device designed to destroy the world. We can reassure them that this is not the case.

INTRODUCING DISK 43

PINBALL ILLUSIONS

Pinball Illusions **is best played with the lights off, allowing its pulsating lights to dance on the walls, and its thumping tunes to fill the room with sub-ambient vibration. You'll discover this for yourself if you try our five minute demo of Law and Justice, the table that's destined to become the Partyland of *Illusions*, we reckon.**

SENSIBLE WORLD OF SOCCER



Kilmarnock *(Nngh. – Ed)* make a special guest return to AMIGA POWER in our EXCLUSIVELY SCOTTISH demo of this top footy game.

SUICIDE MACHINE

They might look cute. And in fact they *are* cute. Nevertheless, they must be cut down by the thousand, their soft fur matted and stained with blood.

GOT A FAULTY DISK?

● Oh no! Are you sure? Before you go any further, try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, chuck it in an envelope along with an explanatory letter and an SAE (or you'll never hear from them again), and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk Returns 43, Discopy Labs, PO Box 21, Daventry NN11 5BU. If you send it to us, we'll load it into a high-altitude bomber and drop it on your granny's house.

AP

disk 43

YOUR DISK AND YOU

READ THIS BIT FIRST OR NO-ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

- You've only got 512K of memory on your Amiga? Blimey, that's a bit stupid, isn't it? Go and buy an expansion RIGHT NOW.
- To load any of the games, all you have to do is switch off your machine, insert the disk, and switch your machine back on again.
- An options menu will appear. Simply follow the instructions to load the game of your choice.
- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.
- You'll have to reset your machine in order to play one of the other demos. When you do so, simply follow the instructions above.
- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or so before loading a new program will help prevent disks being infected by stray viruses.
- Have a good time.

OH NO! SOMETHING WENT WRONG!

- Are you sure?
- Try all that stuff again, making sure you've disconnected any peripherals the program might not 'like', such as external drives.
- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

  AMIGA POWER Disk 43 Returns
  Discopy Labs
  PO Box 21
  Daventry
  NN11 5BU

- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks, and we'll just throw 'em straight in the bin. So send them to Discopy. Please.

Here it is. At last. In all its glory. The new pinball game from 21st Century. And we've got it. For you.

PINBALL ILLUSIONS

Author: 21st Century

A1200 Each and every day brings forth a well of knowledge, a fountain of facts, a cascading waterfall of new and shiny concepts that bathe us in their iridescent glow of all-encompassing enlightenment. This month for example, we all (bar the pinballishly-omniscient Steve) found that pinball tables tend to have stories behind their ludicrous flippery antics. Stories like the one behind the 'table' in our demo.

But before we get to that story, we'd like to reassure you, our readers, that we're not biased against A500 and A600 owners. It's not our fault that 21st Century aren't planning to release Pinball Illusions on your machines. And, A1200 owners – it's not our fault the game loads, sits there for ages and then loads again. It's the data decompressing, or something. Why don't these people put, 'Please Wait. Decompressing' on the screen. Eh? But anyway. Once it has started, you've got infinite balls and five minutes to 'rack up' a 'high score' before the game ends.

Press F1 for one player or F2 for two (and so on up to eight) to – a-ha ha ha – 'get the ball rolling'.

THE STORY

The story's all about future cops and future villains and takes place in the future. You beat the villains by going on missions, and you go on missions by first 'shooting the ramp' of the mission you want (the ramp light flashes) and then hitting the 'start mission' ramp. Easy. The missions themselves require you to hit certain 'targets', which 'light up' so you know what to do. Don't know what we're going on about? Examples, then.

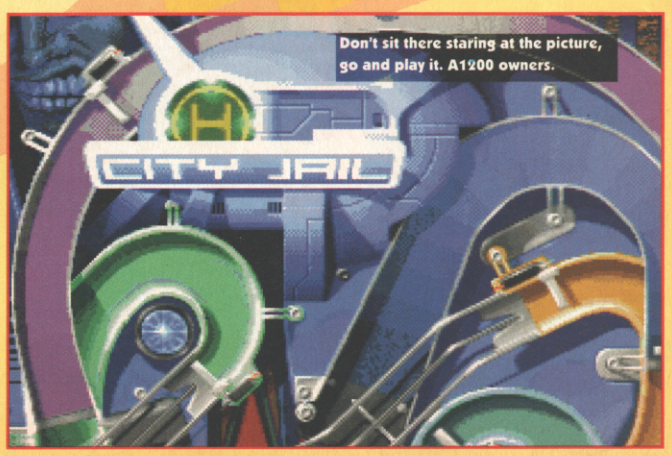
DRUG BUST – The Drug Bust mission (like most of them, actually) is played against the clock. 'Shoot' the lit ramp (the right one) to break down the drug dealer's door (or something) and then 'shoot' the lit 'targets' to clear each floor of the building. If you get to the roof, you can shoot the prison target to put Tricky Blighter Johnny Crack behind bars. Splendid.

PRISON BREAK – Capture up to 50 prisoners in squad cars by hitting 'targets' and 'bumpers'. Stick five of them into the City Jail every time you hit it and gain a stonking 50 million 'bonus' *(That's enough 'quotes'. – Ed)* if you jail them all within the time limit.

RIOTS – Riots break out all over town as the multiball feature locks in. You've got to hit all the lit ramps to stop the riots. Each ramp stops the riots in a sector and stopping the riots lights the Super Jackpot, worth 50 million if you hit the City Jail within 15 seconds. Which you won't.

The other missions follow a similar vein. Follow the advice of the animated board at the top of the table, and you can't go wrong. Don't forget that pressing H puts you in hi-res mode (so you can see more of the table – invaluable with multiball), while bashing L switches back to low-res big-o-vision. And one last thing – the multiplier. Loop the ball around the top ramp to multiply points. You then get a sinister animation showing a lawman shooting fleeing suspects. And if you get more bonuses, the violence level escalates. (It ends up with him firing a bazooka at them, or something.)

So that's stories in pinball games in a nutshell. We've recently heard rumours of *Pinball Classics*, but 21st Century refuse to be drawn. From what we can gather, Wuth'Rin Heights features a 10x multiplier if you (as Heathcliff) take over the house; and you can score an astonishing 20 million bonus if you bust Oliver Twist out of the workhouse in the Gruel 'n' Fools table. We can only hope that the rumours are true. Remember, we bring you the news first.



Don't sit there staring at the picture, go and play it. A1200 owners.

SENSIBLE WORLD OF SOCCER

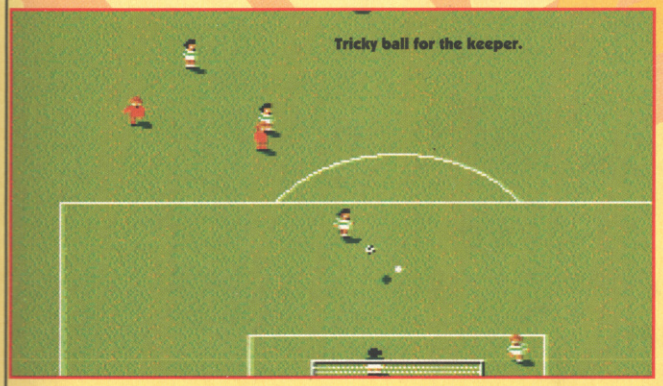
Author: Renegade

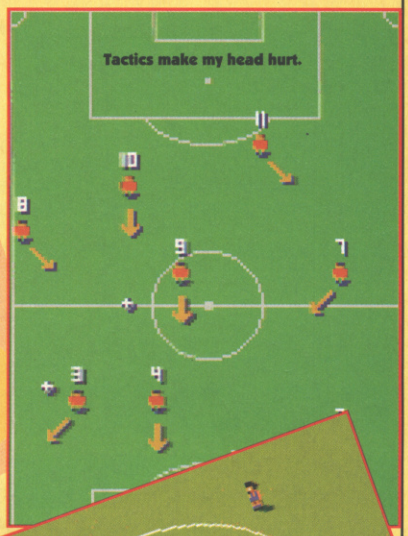
If we run through this very quickly, we might just about get all the relevant bits in, so here goes. In this EXCLUSIVELY SCOTTISH demo of *SWOS*, you're shown all the options from the finished version but you'll notice that most of them are grey. This means you can't use them. If you choose a 'friendly', then you can play a normal game of *Sensi Soccer* against either another player or the computer. But of course, *SWOS* isn't about just playing football. It's also about managing teams.

If you select 'demo league', you can opt to be either the manager or player-manager of Aberdeen. (If you're a player-manager, you also have to play the games. Natch. The management side's a bit cut down in the demo, actually, so you're better off going for this option.) In the pre-match build up you can view the tactics (but can't alter them) and have a browse at other teams around the world.

MONEY

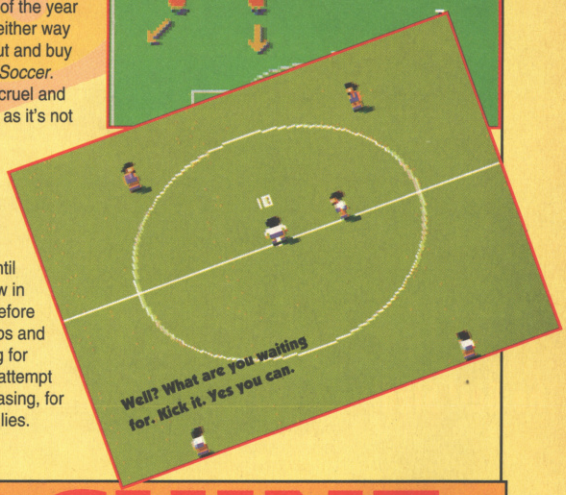
For each match in your league, you can opt to watch it or just be given the result.





After a few rounds' examination of the 'stats' screen, you should be able to work out which of your players are no good and which players on other teams you'd like. Players can be bought or put up for sale on the 'transfer' screen and you can see how well you're doing financially on the 'club business' screen.

Depending on how useless you are, you'll either make it to the end of the year or be sacked, but either way you're told to go out and buy *Sensible World of Soccer*. This, of course, is cruel and dangerous advice, as it's not yet finished and consequently unavailable in the shops. So take heed, keen and excited *Sensible Soccer* fan, wait until you read the review in AMIGA POWER before running to the shops and breathlessly asking for your copy. Do not attempt pre-emptive purchasing, for that way madness lies.

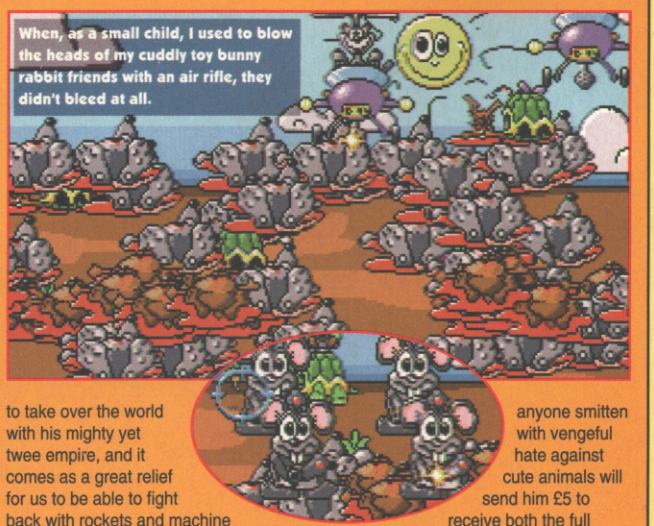


SUICIDE MACHINE

Author: Martijn Stam
Reinwardtstraat 10
2041 VD Zandvoort
Holland

What with the whopping *SWOS* demo on the same disk as *Suicide Machine*, we've had to do all manner of disquieting 'computery' things to this demo to get it to fit. It has been (in the so-called technical so-called jargon of Amigaspeak) 'archived' and must therefore be 'unarchived' before it will work. To weave this unusually 20th Century magic, you need a blank formatted disk. If you select *Suicide Machine* on the menu option and then follow the on-screen prompts, the machine will amazingly tell you everything it requires of you. Almost AS IF IT WERE ALIVE. Almost AS IF IT KNOWS SOMETHING YOU DON'T. It's all very simple but still far too technical for us, so we whimpered a bit until someone from Amiga Format came and did it for us.

The game itself is a bit of harmless fun that encourages you to blow away cute and smiling (but gun-toting) animals. We've long since believed that Walt Disney intended

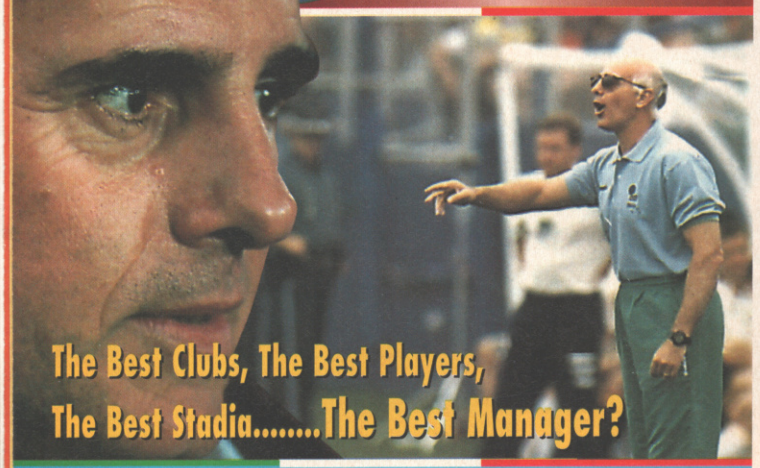


to take over the world with his mighty yet twee empire, and it comes as a great relief for us to be able to fight back with rockets and machine guns.

Author Martijn Stam hopes that any software companies out there will immediately employ him and that anyone smitten with vengeful hate against cute animals will send him £5 to receive both the full game plus a copy of his next venture. The address is at the top and you know who you are. Those are the facts, and Walt Disney is dead.

TACTICAL MANAGER ITALIA

CAN YOU MANAGE IN THE REAL FANTASY LEAGUE?



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AMIGA POWER NOVEMBER 94

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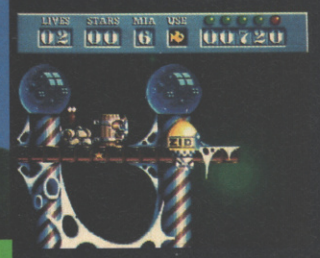
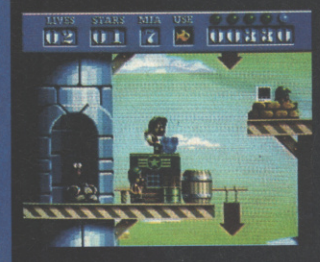
PUTTY SQUAD

"Putty Squad..... is Bloody Brilliant"

90% The One August '94





Released on October 20th Putty Squad is available on A1200/A4000 & CD 32 at £29.99

This is what the experts say:-

"Putty Squad is quite simply the BEST....." 91% **Amiga Power**

".....The Game is Fantastic" 94% CU Amiga

"System 3 have outdone themselves" 91% **Amiga Action Oct '94**

"The graphics are absolutely lush. The animation is top notch. The gameplay and difficulty levels are just about perfect and the attention to detail is staggering..." 90% Amiga Format September '94

"Think of every good game superlative and apply it to Putty Squad. Fantastic graphics and sound, awesome addictiveness and refined gameplay - its got the lot" 91% **Amiga Power September '94**

What more can we say ? Go buy it from all good stores now!

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TRUE STORIES

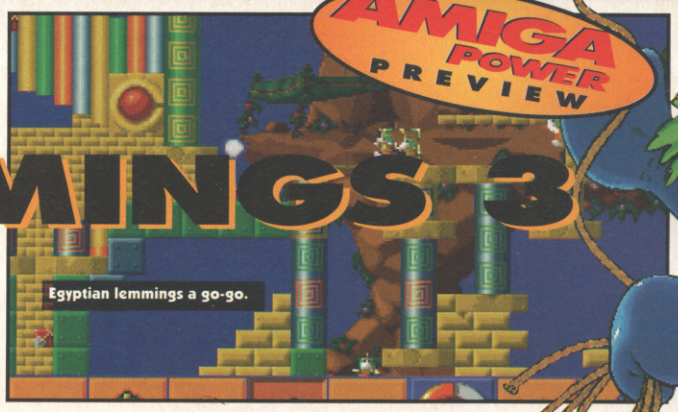
Once again the hard-bitten team of professional investigative journalists that man the AMIGA POWER news desk have bitten themselves hard for you.

They're back! And this time they've got faces.

LEMMINGS 3

AMIGA POWER PREVIEW

Runs on: A500, A600, A1200
Publisher: Psygnosis
Authors: DMA Design
Release: Late November



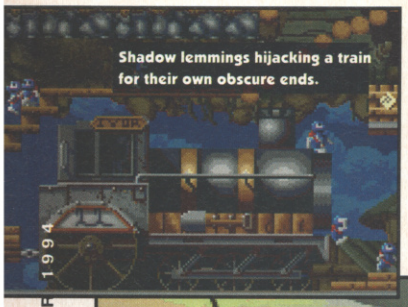
As the last of the lemmings scrambled aboard the ark, squeaking with relief, a series of huge explosions rocked the island they'd just fled. Trees crashed to the ground in flames, and lava poured from gashes in the earth. The ark slowly moved out to sea, its decks packed with lemmings. They had food and water for just a few days, so they would have to hope the winds carried them swiftly to a new home...

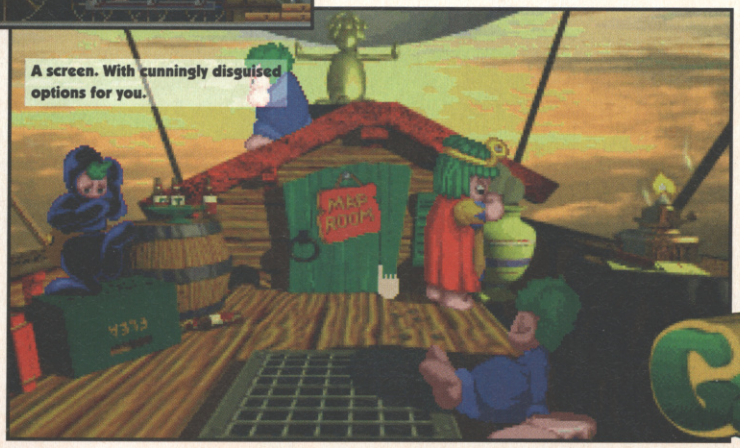
"*Lemmings 2* was just a little bit too complicated for some people, so for *Lemmings 3* we're simplifying things a bit," explains Psygnosis's Mark Day. He's referring to the way *Lemmings 2* players had to keep scurrying back to the manual to find out which of the 52 available lemming-skills were required for the task in hand. *Lemmings 3* will have a very limited range of skills, but they'll quite a bit more flexible than you might be used to seeing.

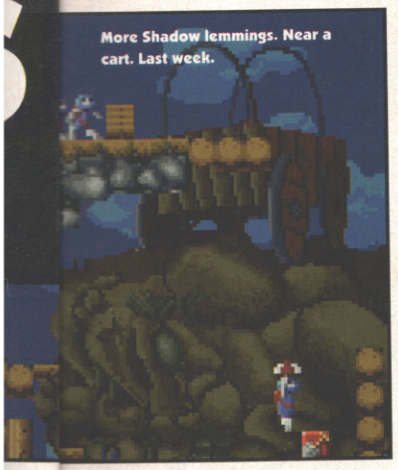
In fact, *Lemmings 3* looks like a more 'mainstream' game all round. The lemmings are now bigger, and thus less fiddly. You can even see the expressions on their faces. There are now baddies, too. Some, like the Psycho Buzzard and the Potato Beast, will attack lemmings who wander into their path. The (oh dear) Lem Fatale lures weak-willed Lemmings to their destruction. And others can help solve puzzles – the mole, for example, will attempt to tunnel out of any area you might block him into, which might be handy if you're low on Diggers. And only three of *Lemmings 2*'s twelve tribes have survived – the Egyptian, the Shadow and the Classic ones. The overall look of the game is bigger, bolder, more detailed, more colourful... more platformy, somehow.

"A more 'mainstream' game all round"

But that essential puzzley *Lemmings* gameplay will remain. Although there's only a limited range of icons to click on – jump, block and so on – there's an important one called 'use tool'. You see, scattered around the levels you'll find tools which lemmings can pick up and use to get to the exit. Look out in particular for bombs, grenades and *Street Fighter 2*-style fireballs. There are bricks as well, which they can collect up and then build things with. It might sound complicated, but Mark assures me it's simpler and more instinctive than *Lemmings 2*.







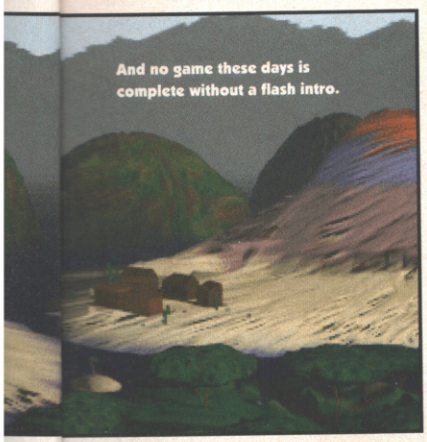
And, in another novel twist, there are already some Lemmings scattered about the level when you start it, in addition to the ones who come pouring from the entrance. They've got to be rounded up and rescued, with you ideally ending the level with more Lemmings than you start with. Large numbers fans will be reassured to know that there 90 levels – 30 per tribe – and you can solve each group of 30 in parallel, jumping from one to another if you get stuck.

"Perhaps best of all, though," concludes Mark, "is the action replay option." How many times have you almost solved a Lemmings puzzle, only to mess it up right near the end?

In *Lemmings 3* you'll be able to 'rewind' to the point where you went wrong and try again, without having to go right back to the beginning. "You won't be able to complete the game that way, though," says Mark. "That would be too easy."

Lemmings 2 is scheduled for release in November, and you'll be pleased to know that AMIGA POWER will bring you the first review, and also an excellent (and exclusive, of course) coverdisk demo. Meanwhile, here are some pictures of the PC version (which we have no reason to suspect will look any different to the Amiga one).

● *JONATHAN DAVIES*



AMIGA POWER PREVIEW

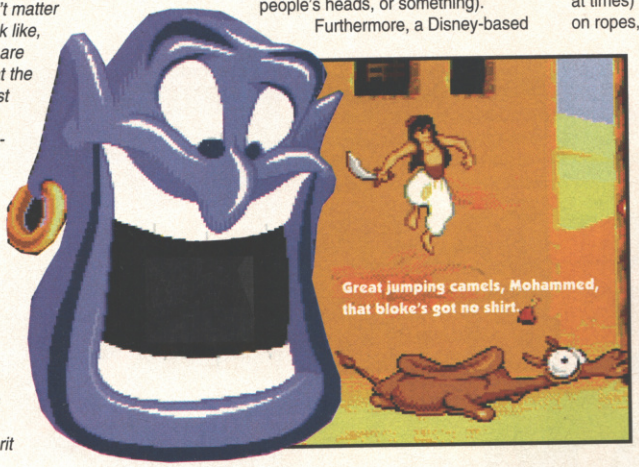
ALADDIN

Runs on: A1200
Publisher: Virgin
Authors: John Twiddy (code), Hugh Riley (graphic conversion)
ETA: November

Ugh, Disney. Aaarghh. *(Previewer tussles valiantly with hulking enforcers from sinister Mousketeer Hit Squad, but is overcome and thrown in back of van. Pause. Muffled gunshot. Pause. Previewer emerges from van, but appears subtly different, as if, for example, he has been replaced by lookalike shorn of violent anti-Disney opinions about, say, the film Beauty and the Beast, which was all about how it doesn't matter what you look like, but how you are inside, and at the end the Beast turns into a white middle-class North American; or the film The Lion King which is merely an amalgam of successful characters and ideas from other Disney films and utterly bereft of merit apart from the calculated ability to make enormous sums of money.)*

Hurrah, a Disney-based game. Not only that, but a Disney-based platform game converted from the Mega Drive original (and not from the SNES version which fiddled around pointlessly with the graphics and dropped Aladdin's sword-fencing antics in favour of jumping on people's heads, or something).

Furthermore, a Disney-based platform game converted from the Mega Drive original by the programmer of *Putty Squad*, so its pedigree is assured. It's an 'each level depicting a scene from the film' thing, but the platform structure's been broken up with some different sub-levels, like the one where you're flying a carpet through a collapsing cave, or the one where you're swinging on stalactites above a lava flow. All the graphics have Actually Been Taken From The Original Genuine Animation Cels and it does indeed look lovely. I've had a go of the first level, and it's very swish and fun and everything (if annoyingly dependent on leaps of faith at times) with lots of jumping, swinging on ropes, hanging from poles and Knocking People's Trousers Down Just Like In The Film.

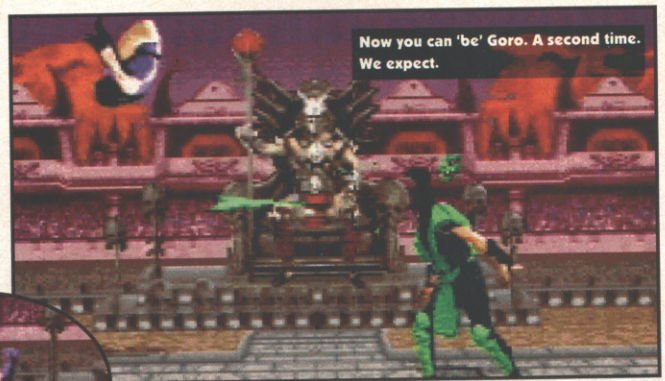


The Mega Drive version made unimaginable amounts of money because, it seems, there's nothing people like better than a swish and fun platform game (with different levels to break it up), and what with the programmer's track record and the evidence so.far presented, there's nothing at all to say this won't be as a big a hit on the Amiga etc etc etc. Because it is a Good Thing. Or is it? Or IS it? OR IS IT? Until next month, friend reader, when we shall tell.

● *JONATHAN NASH*

TO THE DEATH – AGAIN!

Mortal Kombat 2 IS coming out on the Amiga. Acclaim had previously declared they would no longer be publishing Amiga games, and Amiga conversions of their games, including *Mortal Kombat,* have been handled by Virgin. But because the Acclaim/Virgin partnership has been rather quiet lately, it was feared we'd never get to see the sequel to the unpleasantly gruesome beat-'em-up. However, Acclaim have just announced they'll be publishing the game themselves, and developers Probe are said to have almost finished the conversion.



Mortal Kombat 2, as you'll undoubtedly realise, is basically another one of *Mortal Kombat.* It's got all your favourite characters from the original along with a whole bunch of new ones. There's now Shang Tsung (Morphbloke), Jax (Ethnicminoritybloke), Kung Lao (Hatbloke 2) Bakara (Moustachebloke), Kitana (Fanwoman) and Mileena (Knifewoman). And as well as the legendary fatalities, you can now do things called babalities, which turn your victim into a baby, and friendship moves, which perform animations of a humourous nature. Oh, and you can 'be' Goro. Probably.

We'll be running a preview of *MK2* next month, but here are some SNES screenshots to be going along with.

ZAP YOUR MATES WITH A BRILLIANT BATTLE GAME.

The new Casio C300 My Magic Diary has a brilliant battle game. And because it's got a magic beam, you can play it with your mates even when they're not sitting next to you. Or you can try to beat the built-in computer.

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Fortune Telling | Telephone Directory | Telephone Directory

Using the montage feature you can build a picture of anyone you like (no matter how ugly they are!). And you can store things secretly with the secret password function. We've also squeezed in a calculator, calendar and clock/alarm. With this many fun features you'll be beaming from ear to ear.

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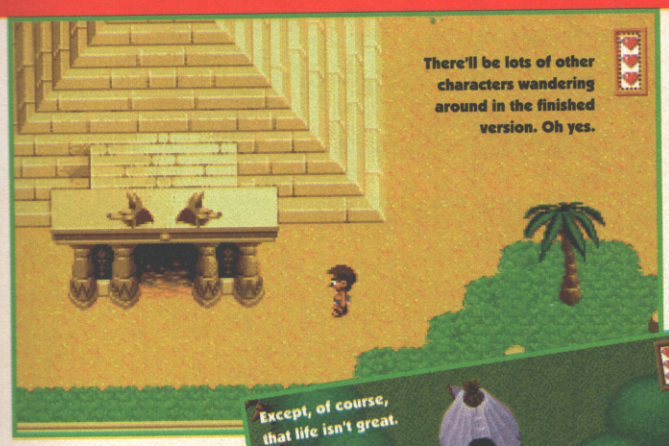
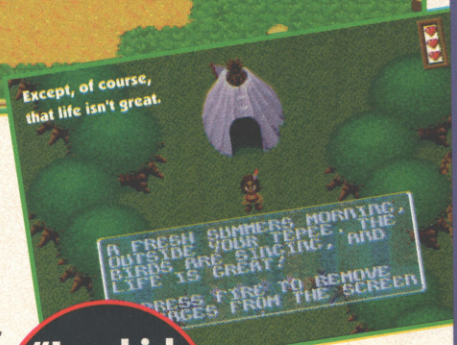




Runs on: A1200, CD32
Publisher: Krisalis
Authors: In house
ETA: March '95

"In which your characters run"

What game is this? It's an RPG with no hit points, with no pointless '3D' tunnel-vision view, with no mystical orbs or chicken drumsticks, no laborious descriptions of table legs, no recruiting parties of warriors in inns, no having to go to sleep at night, and no getting killed by bumping into walls in the dark. It's got a bright, cheery atmosphere (rather than gloomy, torch-lit caves), amusing characters to chat to (rather than orcs or clerics), and an inventive storyline (rather than that one about lifting a curse from a blighted land). You can fire it up and start playing without having to wade through a thick manual and decipher loads of icons, but there's enough to it to keep you occupied for weeks.

Zelda on the SNES, maybe?

Yes.

And yet, at the same time, no.

It's also *Legends*, or it will be if Krisalis's plans come to fruition. *Legends* didn't actually start out as a *Zelda*-a-like, but it's kind of evolved that way, and the bits I played looked absolutely great.

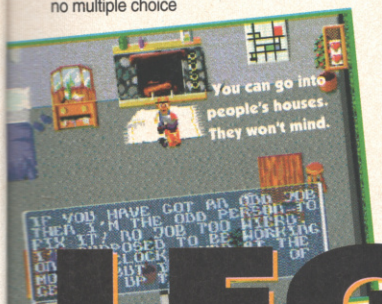
Like *Zelda*, *Legends* is an arcadey adventurey type of game, viewed from above, in which your character runs around killing baddies and talking to goodies. This talking bit basically involves just walking up to people, pressing fire a few times and reading the dialogue that results – there're no multiple choice answers or anything. This might not sound too taxing, but means the game unfolds rather like reading a book. It's a technique that works brilliantly in *Zelda* and a long list of other Japanese console RPGs, but its success in *Legends* will depend on whether the storyline's strong enough and the characters are colourful enough. (Krisalis's Tim James told us of their plans for a CD32 version where the on-screen text is also read out verbally, but when we frowned concernedly, he did likewise. Dinky little sprites with big, grown-up voices are just wrong, somehow, and it's much easier simply to read stuff off the screen.)

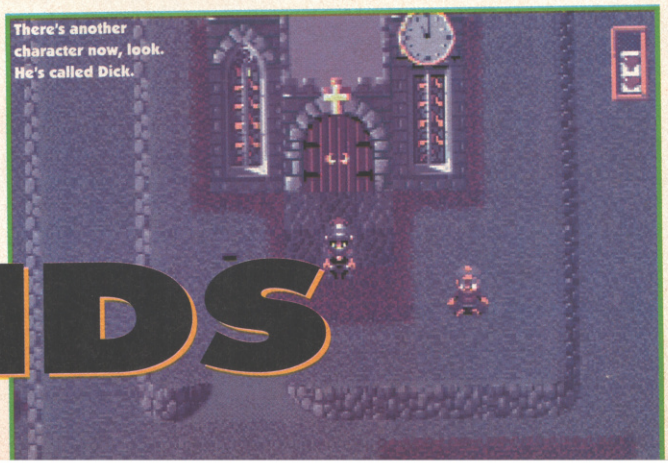
The plot, then, is based on the idea that aliens actually created the earth for their own amusement, and it's all got a bit peaceful and boring for them. So they've transported modern weaponry back through time to spice things up a bit. And you've got to go back in time to sort things out. This leads to an adventure across four time zones – Egyptian, American Indian, Chinese and Arthurian – taking in the 'legends' (geddit?) of each one.

Legends has all the makings of a winner. And, gosh, with Team 17 planning something along similar lines (see page 18), jaded Amiga RPG players could soon see the cobwebs falling away from their keyboards, and the dawn of a whole new way of doing things. We'll miss Azirek the Murderer and his pals. But not much.

Stop press! Krisalis just phoned to say they've added in a *Space Invaders* sub-game, in which you're an Egyptian being pulled from side to side by men with winches, and you've got to shoot scarabs and things. Phew.

● *JONATHAN DAVIES*





LEGENDS

Sacrifice your first-born to the divine fury of...

KANGAROO COURT

NO. 6

I AM ZORG, EMPEROR OF ARRBAA'K

THE CRIME: Having a fantasy plot to a RPG or adventure because, like, you have to, and so driving the games even further into the pedantic, unapproachable niche they so obviously struggle to escape.

THE CASE FOR THE PROSECUTION: *(Scene – a software shop. Enter Billy Fan and Graeme Friend.)*

BILLY FAN: No, honestly, Graeme, they're great. Look at this one. *(Picks up enormous box. Reads blurb.)* "Welcome to the world of *Fantasy RPG 8*. It is a time of great evil. Saxinraxin, the previously unmentioned son of the arch-mage Raxinfraxin killed at the end of the last game, has brought his father back to life by means of the Rite of Tisket-Tasket. Together they have sworn vengeance upon the peace-loving people of The Land. With the aid of the dreaded dual-headed dragon Dixdastardlax, the sinister pair has defeated The Land's greatest hero Twax and kidnapped Princess Breasts. In despair, beneficent King Stupid has once again turned to Aduckquax, the Plot Master, and his band of mismatched (but lovable) desperadoes.

"YOU are the Plot Master, and up to three of your friends can join your band of mismatched (but lovable) desperadoes even if they are girls.

"Success in your quest will not come easily. Raxinfraxin has summoned an army of foul beings from the depths of Hell to guard his castle in the far northern wastes of The Land, and the path is sure to be riddled with traps and dangers. The castle gates are locked with powerful magic, and only the good witch Crapname can break the spell. But no one has seen Crapname since the Year of the Collapsed Dog. Perhaps someone in the many towns you must pass through knows of her whereabouts, and may tell you if you perform some task for them. But beware! for some of the citizens may be Saxinraxin's teeth, given ghastly life by the sorcerer's Incantations of Literal Personification. Legend has it that these grotesque creatures can be destroyed by weapons forged in the dwarf mine of Underlord Bearded Shortbloke – if you can find it.

"Tarry not in your journey, for if you fail to save the princess before the Festival of the Triple Conjunction, then she will become a kitchen utensil for evermore and The Land will be lost to Raxinfraxin, Saxinraxin, Dixdastardlax and their vicious hordes of killer orcs."

GRAEME FRIEND: Aaarghh. *(Hurls self under bus.)*

BILLY FAN: "*Fantasy RPG 8* features a revolutionary new 3D modelling routine which, combined with gameplay perfected after years of looking at other companies' adventures and asking players what they wanted, makes this the best RPG ever." Zounds. The irony.

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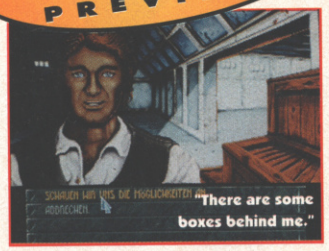
AMIGA POWER PREVIEW

Runs on: A1200
Publisher: Kompart
Authors: Max Design
ETA: Early next year



The phrase "A major chart-topper in Germany" tends to send a shiver down AMIGA POWER's collective spine. It generally means, in our experience, that we're about to have to review some sort of obscure strategy game whose publisher will most likely strafe us with indignant faxes when we suggest that, although it may have appealed to Teutonic tastes, it might not settle quite so comfortably on the pallettes of AMIGA POWER's largely British audience.

Hopefully this won't be the case with *Oldtimer* ("major review scores in Germany"), although we have to admit that we view the prospect of a turn-of-the-century car designing simulation, in which "the player has to react quickly to social and political changes", with some concern.

However...

The only bit of the game we've played so far (it's still in its embyonic stages) is the racing section, where you get to test your designs in cross-country rallies. And it looks superb, using some sort of texture-mapping system to provide amazingly smooth, life-like 3D graphics. The hills and things are a bit chunky (the pictures on this page are from the PC version, which is much more detailed), but Christopher from Max Design reckons it should look much better by the time they've finished it. In fact, he even showed me a crude flight sim he'd knocked up using the same system, in which a helicopter skimmed over hilly, smooth-scrolling terrain. It was most impressive.

And then there are the management bits. The idea is that you're running a car factory during the period 1886 to 1929 – the dawn of the automobile age. You've got to cope with new innovations as they arise, invest money in research, and maintain an iron rule over your workforce. The PC CD-ROM version's also got a reference section with film footage and stuff. The ordinary Amiga version won't quite be able to manage that, but presumably any CD32 version would be able to pack it all in. It could be great, and it could be *Detroit* all over again. We've no idea.

● ***JONATHAN DAVIES***

FOOTBALL SEQUEL

In a recent AMIGA POWER office poll, it was felt that *Championship Manager* is probably the best football management game on the Amiga (in an if-that's-the-sort-of-thing-you-like kind of way). So the announcement of *Championship Manager 2* is a cause for celebration indeed. Improvements will include match highlights with a full commentary, Scottish League and international management, a new player exchange system, and chants from rival fans. It's not coming out till March next year, though.

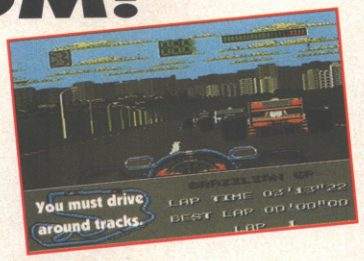
MORE BALLS THAN PINBALL ILLUSIONS

"It's got a multiball feature!" That's 21st Century's big boast about *Pinball Illusions*. And they're right – you can have up to three balls bouncing around the table at the same time.

"Pah," retort Team 17. "*Team 17 Pinball*, which is coming out next Easter, will have anything up to eight balls on the table at once. In fact we could have a 64-ball facility if we wanted, without it slowing down," they continue, "but that would be silly."

Team 17 Pinball's other novel feature will be a dot matrix display at the top of the screen that you can play little mini-games on, just like the latest real pinball tables.

VROOM!



Vroom lives! AMIGA POWER's favourite arcade racing game rose again earlier this year as *F1*, and next March it's scheduled to transmute into *F1 World Championship Edition*. This'll incorporate the 16 circuits from the 1994 Formula 1 World Championship, and lots of new features like a *Virtua Racing*-style from-behind-the-car view, weather effects, spins and slides, and, according to Domark, "artificial intelligence based around the 1993/94 driver and team performance".

JETSTRIKE NEWS

If you've got an A1200, don't fail to miss the AGA version of *Jetstrike*. It's basically the same as the CD32 version we reviewed last month at 81%, but a bit more expensive. £30, in fact.

FRIGHTENING PRESS RELEASE CORNER

It seemed little could be more disturbing this year than the large, fanged, poorly-paid teddy bear men of *Theme Park*. But then this arrived. Purporting to advertise a new game "where young children can have fun learning about music," the picture of a soft clay bunny with overlong limbs, a vacant smile and vastly dilated pupils, knuckling a piano keyboard and apparently having no lower body, lit against a crimson backdrop beneath his own name SCRAWLED CHILDISHLY IN CRAYON distressed us to no small degree. We are afraid now.

COMMERCIAL BREAK 12

(Scene: A beach. A woman of indeterminate age stands on the sand, smiling. She is wearing a leotard and leggings.)

Dolly: Hi! I'm Dolly Warshawarshawski!

(14.6 million viewers switch to BBC1.)

Dolly: And I've felt great ever since I discovered Net magazine!

(Remaining 0.3 million viewers, whose remote controls lie out of reach, kill themselves.)

Dolly: This used to be me!

(She holds up a photograph of a fat woman she has clearly never met.)

Dolly: But now I read Net magazine every month!

(She holds up a copy of Net magazine and points at it. Her smile slips slightly, but is swiftly checked.)

Dolly: It's all to do with the Internet, which AMIGA POWER exhaustively dissected in AP41! It's got lots of getting-the-most-out-of-it type features, questions and answers, and a directory that lists the newest and most exciting areas of the informationsupermotorway! And it's from Future Publishing!

(A man with a dog walks into the shot in the background. He stops and looks towards Dolly.)

Dolly: Issue 1 goes on sale on October 26th, and costs £2.95! A small price.

(She performs a triple backflip and lands neatly, still smiling.)

Dolly: So read Net magazine!

(The man in the background gathers up his dog and runs into the sea, not stopping until the water covers his head.)

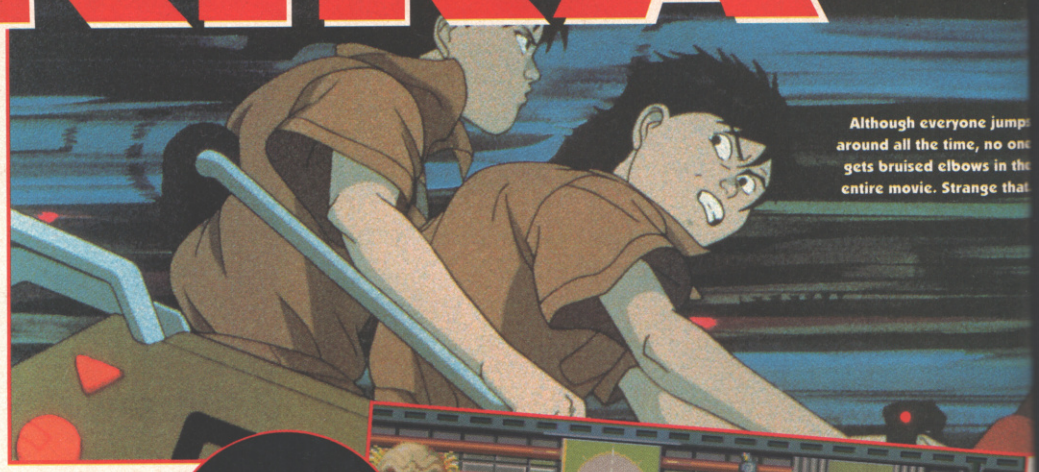
Dolly: I did – and look at me now!

(Her smile broadens still further, she winks, and the action freezes.)

AKIRA

AMIGA POWER PREVIEW

Game: Akira
Runs on: A500, A600, A1200, CD32
Publisher: ICE
Author: In House
ETA: November



Although everyone jumps around all the time, no one gets bruised elbows in the entire movie. Strange that.

Ask any self-respecting manga fan which is their favourite Japanese cartoon and they'll usually tell you it's Akira. "The production standards are superb, the cinematography stunning and the story simply far superior to anything that's come out since," they'll say. Ask them what EXACTLY happens in the end sequence, though, and they'll get all embarrassed and change the subject to something safe, such as how Crying Freeman drives a white Ford Capri. Akira the movie certainly has its fans, but there's not a man jack of them that knows what it's all about.

The task of converting this nightmarish vision of a Tokyo destroyed, rebuilt and destroyed again onto the Amiga has fallen upon ICE, who have inevitably plumped for a combination of platform and sideways-scrolling sections. Now, before you stop reading and grumble about how film licences are ALWAYS platform games, I say, "Hold on a minute and think about it." Much of the movie takes place either on motorbikes or hovering gun platforms, or in huge tunnels and ducts, so in a way a platform game's entirely permissable. Okay, so the motorbike sections could have been exciting top-down *Micro Machines*-esque races through Neo-Tokyo, and the gun platform sequences could have been done in a *Space Harrier* way, but for a film licence it doesn't look all that bad.

"Hold on a minute and think about it"

I say 'look', because at the moment we've only seen screenshots of the game so we don't know how it scrolls, animates or, more importantly, plays. What we do know is that there're 20 levels with differing gameplay, and that the giant Kadensa corporation of Japan have been breathing down ICE's necks for over a year and a half making sure that it's a game worthy of the Akira name. The game follows the film, so you start off on a motorbike and progress through sewers, streets and hospitals until you arrive for the climactic showdown with the barking mad and not quite human Tetsuo, and even the weird dream sequence involving giant teddy bears and gallons of milk has been converted to an odd hallucinatory platform level (hooray).

Neo Tokyo in the game. It's a platform kind of city.

Although the standard Amiga versions will have animations at the beginning and end only, the CD32 one's packed with bits of the movie and you get a little clip after every level. Combined with music and sound taken from the movie, cute manga-type graphics and the promise of initial release copies being bundled with T-shirts and badges, it could well end up as a moody and collectable little number. But will it be any good, though? Well, we can only hope that having a brooding Japanese company looming over them has kicked ICE into gear after their abysmal *Total Carnage* conversion, but as always, we advise you to read AMIGA POWER before rushing out, just in case what's delivered doesn't approximate to what's been promised. But then again, dare demo ichinen ni hitotsu zutsu toshi o torimasu, right kids?

● ***CAM WINSTANLEY***

Scrolling bike antics from an early level.

And this is one of the hallucination levels. We hope.

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An essential purchase all round, really.

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Check out the supplement on issues of PC Format, MacFormat, and Amiga Shopper in October

And see you on the Internet...

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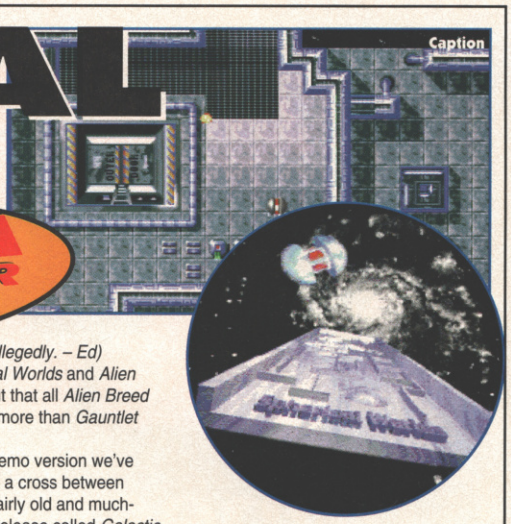
SPHERICAL WORLDS



AMIGA POWER PREVIEW

Runs on: A500, A600, A1200, CD32
Publisher: Black Legend
Authors: Black Legend Croatia
ETA: Christmas(ish)

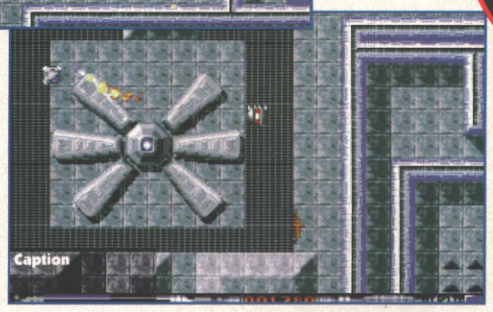
What's all this about *Spherical Worlds* then? Like there's any other kind? Like there's cube ones or sausage-shaped ones or flat ones? What a silly name. However, we on AMIGA MAGAZINE-SHAPED POWER really don't care what a game's called as long as it's a good game, so let's take a look at the latest offering from the unusually-informatively-titled Black Legend Croatia who, if you hadn't guessed, are the Croatian division of Black Legend. Obviously.

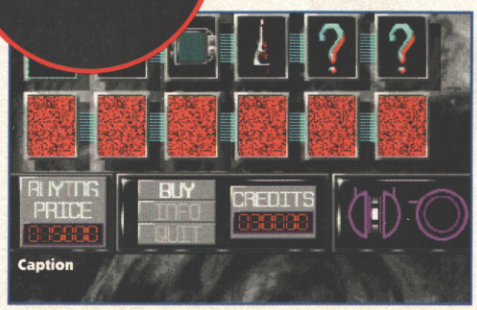
Oh, it's *Alien Breed* then, only with robots instead of aliens and a little tanky thing instead of the little waddly bloke. Well hey, if you're going to rip off *(Sorry, typing error. That should read "base your game loosely on" – Libel Sensitive Ed)* an existing game, you might as well go for a game that's sold quadrigillions of copies. And before Team 17 get all huffy and start to complain about the certain similarities *(Allegedly. – Ed)* between *Spherical Worlds* and *Alien Breed*, let's point out that all *Alien Breed* games are nothing more than *Gauntlet* clones. So there.

Anyway, the demo version we've been sent looks like a cross between *Alien Breed* and a fairly old and much-underrated budget release called *Galactic Warrior Rats*. The top-down perspective lays all the rooms out in map-like detail, but shaded ramps and slopes give at least a passing impression of depth as your little tank-thing struggles hard to get up them.

Having little robots and tanks instead of humanoid figures probably makes it different enough from *Alien Breed* to avoid law suits, but it also misses out on the familiar setting of *Alien Breed*. People tend to enjoy shooting at recognisable targets, so little tracked widgets and remote tanks are a poor substitute for screaming, squealing aliens. The scenery also suffers from that same lack of familiar objects and, indeed, any sense of scale. In *Alien Breed* you see tables, chairs and all that happy stuff, but in *Spherical Worlds* the robots could either be tiny or the size of buildings. You just don't know.

"The scenery also suffers"





That's originality and graphics dealt with, so what about the gameplay? Well, it's a lot like – you've guessed it – *Alien Breed*, with keys to find, doors to open; mazes to wander around and baddies to shoot. Numbers of levels and variations in gameplay haven't been finalised yet, but it seems fairly certain that *Spherical Worlds* is going to be a *("homage to" – Ed)* *Alien Breed*, and I think it'll be a fairly bland one at that. Is this going to sell? Well, if it's set at a suitable price then maybe, but with *Alien Breed: Tower Assault* just around the corner, I'd say it's going to have a tough fight on its hands.

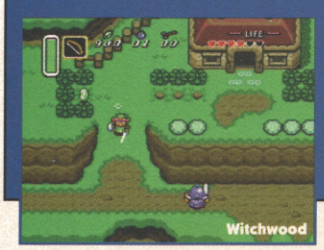
● *CAM WINSTANLEY*

LOOKALIKE

Have you ever played *Zelda* on the Super Nintendo? We have. It's a Japanese RPG/adventure type game which dispenses with action points and awkward 3D views, and instead presents itself more as an 'interactive storybook' – as you walk around chatting to other characters, a story gradually unfolds. It's great (Super Play gave it 93%). And no-one's ever done anything like it on the Amiga.

Until now.

Or – all right then – next Easter, when Team 17 will be releasing *Witchwood*, their tribute to *Zelda*. It uses the same overhead view as *Zelda*, but with larger, more detailed characters. And, as long as they also manage to capture *Zelda*'s oddball Japanese charm, it should be really good. It looks like Krisalis have the same idea too (see page 13).



ALL HAIL AMIGA POWER!

The mightiest just got mightier.

Here are the average monthly sales of AMIGA POWER and its rivals between January and June 1994, as officially recorded by the Audit Bureau of Circulations:

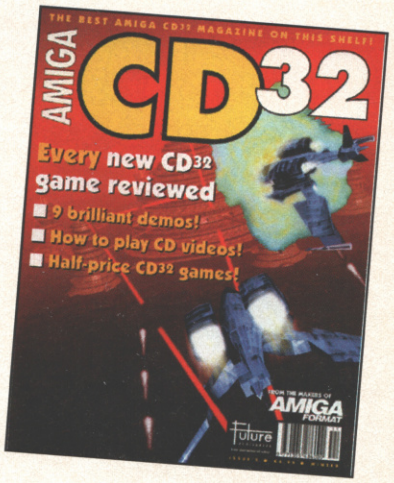
Amiga Action	40,129
The One Amiga	40,645

AMIGA POWER 48,147

Which means that AMIGA POWER is still the world's biggest-selling Amiga games magazine – and by an even more enormous margin than ever before.

COMMERCIAL BREAK 3

(Scene: A white void. Huddled on the ground sits a group of terrified children, casting no shadows. A clown stands over them.)
Clown *(grinning stickily):* Hello children.
Children: Whimper.
Clown: Today we're going to learn the CD32 Magazine Song.
(He reaches into his comically oversized coat and pulls out a scroll, which he unrolls to reveal the words to the CD32 Magazine Song. An unseen pianist plays a three-bar introduction.)
First child *(shakily):* With a CD32 game review here.
Second child: And a playing guide there.
Third child *(representing an arbitrary ethnic minority):* It's got a covermounted CD containing 12 playable demos.
Fourth child: And some features on FMV and the SX-1.
Fifth child: Sob.
(The fourth child elbows him in the ribs.)
Fifth child: It's the new issue of CD32 magazine from Future Publishing, in your newsagent now at £4.95.
Children *(hurriedly):* There's nothing quite like CD32 magazine.
(As they blurt out the final words, the children scrabble to their feet and run, pursued by the clown, who has dropped the songsheet and pulled out a meat cleaver.)



Respect our ingenuity with...

Mystery Screenshot Corner

Astoundingly, issue 41's Mystery Screenshot has, in common with the original entry, been identified as coming from a console game. *Silpheed* on the Mega CD, to be exact. Why does AMIGA POWER appear to be the catch-all receptacle for loose console transparencies? We are, strangely, unable to answer.

However, we can reassure confused readers that such an inexplicable disaster will no longer dog the resilient heels of Mystery Screenshot Corner. In a typically arrogant subversion of the original concept of the column, this month's Mystery Screenshot is already well known to us. But can you identify this somewhat obscure Amiga game from the merest visual clue of an artificially darkened picture? Address your confident guesses to Well, At Least Rigging the Question Ensures A Game From The Correct Format, with the usual continuation.

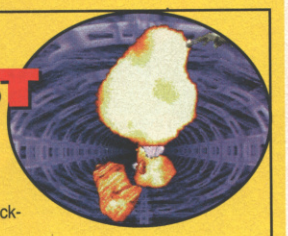
As an aside, the previous winner was again, improbably coincidentally and yet legitimately randomly, Jason Newington of Eastbourne. Jason will shortly receive another mystery prize of great value to place beside his first. Or perhaps the morally indeterminate nature of our puzzlingly rebellious column will embrace flint-heartedness and withhold his reward. Only he and the dimensional aberration that is Mystery Screenshot Corner shall ever know.

AMIGA POWER RECOMMENDS

The five best games from the last couple of months. Buy any of them and thank us.

SUPER STARDUST

Team 17 (AP42 89%)



Buy this, the most beautiful game on the Amiga, and you'll also gain the benefit of a dramatically spruced-up version of *Asteroids*. It's got extra weapons and some menacing bosses, but the rock-shattering basics remain untainted so it's just as compulsive as the aging coin-op. Plus, after each set of levels there's an breathtaking (and hard) tunnel sequence. We thought it was maybe a bit easy (especially after the gruesome toughness of the original *Stardust*) but no less entertaining for that.

THEME PARK

EA/Bullfrog (AP42 91%)

If you played last month's AP *Theme Park* demo, you'll know why we gave Bullfrog's fun fair simulator the highest mark we've given any new game so far this year (apart from *Putty Squad*). You won't have been able to play with rollercoasters, employ security guards to fend off vandals, or re-order ice-cream to sell to the public at ridiculously inflated prices, but you'll have had hours of fun laying down paths, building rides and shunting little people about, and you'll be itching to get your hands on the full game. Do so.

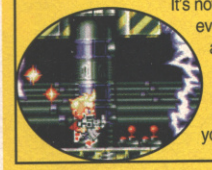
PUTTY SQUAD

System 3 (AP41 91%)

The platform game is dying, murdered by a thousand dreary, ill-conceived *Sonic* replicas, and these days serves only to keep Kangaroo Court supplied with idiotic design flaws. Or so we thought until we played *Putty Squad*. It's as fresh as a daisy, bubbling with new ideas, frothing with humour, and with an almost inexhaustible supply of levels to play. If you played and enjoyed the original *Putty*, this is, ooh, at least twenty times as good.

RUFF 'N' TUMBLE

Renegade (AP42 88%)



It's not absolutely clear what feelings *Ruff 'n' Tumble* is trying to evoke – the hero's cute and blond-haired, while the baddies are all mean and metallic – but what it's lacking in atmosphere it makes up for with meticulously thought-out gameplay and super-slick presentation. While it's bitterly hard to play, it never once kills you unfairly, so if you lose you've only got your own shortcomings to blame.

JETSTRIKE CD32

Rasputin (AP42 81%)

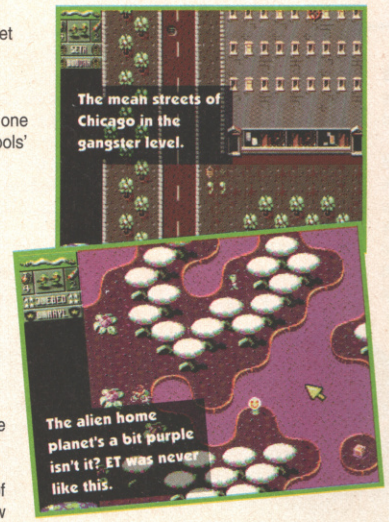
Jetstrike appeals to production editors – AP's unusual ex-prod ed Dave Green used to play the original all the time, and this month it's been a struggle to prise Steve from the CD32 version. While the rest of us have yet to work out what the appeal is, we've got to admit that the explosions are impressive.

CANNON FODDER 2: "M.I.A."

Has anyone seen our programmer?

During the headlong rush to snatch up gargantuan market shares of the Christmas market, there's only one stumbling block between Sensible Software and their anticipated number one slot for *Cannon Fodder 2*, and that's Jools' new car.

We discovered this juicy piece of gossip when we phoned up resident Sensible production type chap Stuart Campbell to see what had happened to our cover demo of *Sensible World of Soccer*. We were bracing ourselves for the usual "Oh, the dog ate it" or "We did do it but some big kids from the council estate pushed us in the mud and stole it" sort of excuses, but Stuart just came out with it. "Jools the programmer has bought a new Porsche and driven off in it and we've not seen him since," he said. As bluntly as that.



We've been charting the course of *Cannon Fodder 2* for a few months now and even got you lot in on the act. Regular readers will remember that we were the first magazine to announce its arrival, the first magazine to get pictures of it and the first magazine to announce the bizarre time travel story that provides sufficient narrative to justify the horrendous loss of life that's bound to occur in a game like this.

The original *Cannon Fodder* (AP32, 94%) blasted straight into the AMIGA POWER All Time Top 100 at number 2 and went on, despite a bit of controversy involving the game's poppy motif *(But we don't like to go into that. – Legal Ed)* to sell bucket loads. After its release, we asked Sensible's Jon Hare about a sequel and he said no, but after three months when it was still selling by the crate load and the public were clamouring for more, it seemed criminally cruel to deprive a) the games playing public of more levels, and b) their bank accounts of pots more cash.

Sensible have since been busy devising tricky, fiendish and several downright sadistic new missions to tax new players and *Fodder* veterans alike, and you've been helping them by entering our design-a-level compo. We've had a thousand or so entries so far, which ex-AMIGA POWER man Stuart Campbell has been carting away in carrier bags and casting his critical eye over.

"The vast majority of the entries haven't had any point to them, with just trees, rivers and buildings plonked on a grid, so they've all been binned," commented Stuart. "However, there've been quite a few inspired level designs and even more good ideas that we've incorporated into existing levels, and we're looking to fill an entire location with levels designed by AMIGA POWER readers." We'll probably have a complete run-down on the winners next month, so stay tuned.

The latest locations to emerge from Sensible are the Chicago-style gangster city and a veritable bevvy of alien worlds which, along with the medieval and Beirut locations, conspire to form the space/time romp plot line. As you can see from the pictures, it's all looking scarily finished, which can only mean a review next month. We gleefully await it.

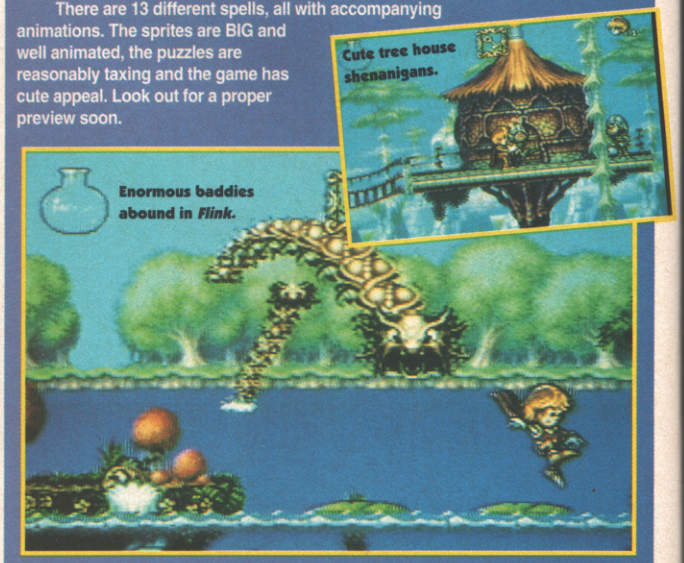
HOW DOES HE SPELL?

Can Psygnosis reclaim their battered reputation with the release of *Flink* early next year? Well... The bad news is that it's yet another cutesy platform game. The good news is that it looks entertaining and seems to play quite well.

Flink's an apprentice wizard, and, via a plot too corny to discuss, has to traverse more than 50 levels of baddy-punctuated platforms.

One bonus to being an apprentice wizard is that you can cast spells. These are highly reminiscent of Sega beat-'em-up *Golden Axe*, which in the context of spells is a Good Thing, with one in particular causing coruscating sheets of lightning to frazzle your enemies.

There are 13 different spells, all with accompanying animations. The sprites are BIG and well animated, the puzzles are reasonably taxing and the game has cute appeal. Look out for a proper preview soon.



THE FES

Just making sure you don't go, basically, for the reasons outlined last month. (If you bought this copy of AMIGA POWER after the 26th-30th October then you should be okay anyway. Similarly, if you have any particular aversion to Earls Court in London then you won't be going. And if you didn't bother entering last month's 'Send us something we'll like' competition then you won't be turning up to see if you've won anything. In any case, if you haven't got a phone you won't be able to call the ticket hotline on 0369 4235. If you're no good at games, you won't be showing up for the finals of the National Computer Games Championship. And agoraphobics and those averse to large groups of ill-mannered children wouldn't dream of going. So on the whole, this warning is probably unnecessary.)

UFO

ENEMY UNKNOWN

COMMAND EARTH'S FORCES AGAINST THE ALIEN TERROR

AVAILABLE FOR A1200, A500, CD32 AND IBM PC

"This is the best game I've ever seen" 97%

COMPUTER GAME REVIEW

1999. You are in control of XCom; charged by the world's leaders to strike at the alien menace that's terrorising the Earth.

At first, you'll scan, track and shoot down the slower UFOs, but that will just be the beginning. Whenever a UFO crashes, or lands, you must be there; leading a squad of armed soldiers from building to building, from street to street, using all your tactical skills to capture or destroy the aliens.

If you succeed in your first missions, your scientists and engineers will copy the alien technology to create more powerful weapons and craft for your forces to use. Gradually, you'll build up a terrifying picture of this Unknown Enemy, and their real aims and desires, then you'll have to work out a strategy to stop them.

One thing is certain - it won't be easy!

IBM PC screenshots shown. Actual screens may vary

S T R A T E G Y

MICROPROSE

PREMIER MANAGER 3

AMIGA POWER PREVIEW

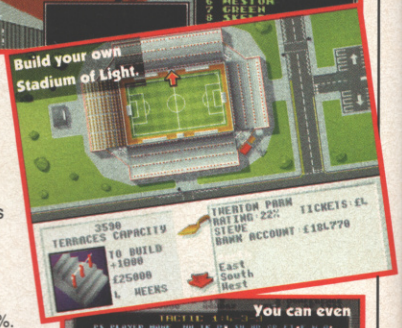
Runs on: A500, A600, A1200
Publisher: Gremlin
Author: In-house
ETA: November

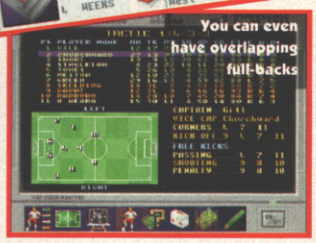
Sequels eh? They're usually a cash-in device designed to generate more revenue from an already-popular product. According to TV's famous Barry Norman, the rule of thumb in Hollywood is that a sequel to a film makes an average of 60% of the 'yield' of the first one regardless of its quality. And he's a man WHO KNOWS.

So, *Premier Manager THREE*... The cynical hackles that are the trademark of all the semi-divine beings who work for AMIGA POWER were rising on my back. The man from Gremlin punched the disks into the machine. I scowled and sneered. The opening screens came up. I leered and scoffed. He showed me the new tactics screens. I stopped scowling, sneering, leering and scoffing and started to get rather interested.

Hurrah for Gremlin (forgetting about *Litil Divil* for the moment). Hurrah for football games that allow you to influence what happens on the pitch.

"Told to run with the ball"





This tactics option looks really good. You can tell individual players where you want them to be on the pitch depending on where the ball is. You can tell individual players to pass the ball more, or run with it more, by manipulating the percentage given to each, so that somebody who doesn't pass very well can be told to run with the ball 80% of the time and pass 20%. You can tell your players whether to pass long, medium or short, or whether to just clear the ball out. You can tell them to pass to different areas of the pitch. You can issue almost any tactical instructions you want.

AND you can do this up to eight times, each time covering play on every part of the pitch, so that you can have a pre-prepared tactical response to almost any situation you find yourself in.

All this plus a very useful new representation of the match itself, which really shows you the strengths and weaknesses of your team as they play and an Assistant Manager who'll take over the tedious day-to-day stuff such as training schedules and treating injured players if you want him to, means that *Premier Manager 3* looks like it might just make it to the top this season. Look out for a full review next month.

● ***STEVE FARAGHER***

CRYSTAL DRAGON

AMIGA POWER PREVIEW

Runs on: A500, A600, A1200
Publisher: Kompart
Authors: Magnetic Fields
ETA: Next month

First there was *Dungeon Master*, and then there was another one. Of it. And then some other games like that one, and then some more games. Like them. Now there is *Crystal Dragon*, which is *Dungeon Master* all over again. The wheel has come full circle. The cycle is complete.

Unlike the new set of Japanese-inspired RPGs such as *Dragonstone* (which squirrel away the statistics in the background) *Crystal Dragon* waves its dice-related history with pride. "The Random range for a prime stat is 11+1D6 (12-17) and 5+1D6 (6-11) for a lesser stat. Using this method a player may take a first level character's stats to their maximum values," is a typical quote from the manual, which sets the tone rather well. It's monsters in tunnels, folks. Treasure. Spells. Losing hit points because you've walked into a wall. Being plunged into darkness because the torch was knocked from your hand during a scuffle. Paladins refusing to shoot a monster because it's not honourable. Completely useless magicians. Women with silly names. Experience points. Reincarnating your dead bloke. A party of two (which is quite unusual, actually – it's always four. Still, it does mean you only have to worry about the two people, and getting them to do things is much less fiddly). Difficulty levels which dictate the monsters' strength. And, no doubt, orcs. Or orks. Whatever. Oh, and it's all about stopping a villainous wizard unlocking the secrets of the universe by playing around with the crystal of the title.

It's a huge game (28 floors of dungeon, it says here – good job it's hard drive-installable then) and the very fact it makes no compromise to mass appeal has already won it favour among the steely-principled mighty beings of AMIGA POWER. Whether it plays well and justifies being *Dungeon Master* all over again is a question more befitting the review of next month. So we shall leave it there and stride purposefully away.

● ***JONATHAN NASH***

COMMERCIAL BREAK 27

(Scene: The detergents aisle of a supermarket. A group of housewives stands around a trestle table, which has a number of magazines arranged on it.)
Danny Baker: Doreen, this is your usual computer games magazine, isn't it?
Doreen *(giggling):* Yes it is.
Danny: Why do you buy it every month?
Doreen: Because it keeps me informed about the best computer games on all formats. And it's got a nice logo.
Danny: It certainly has. But what if I were to tell you that...
(He puts down Doreen's usual computer games magazine and picks up another, its identity disguised by a brown paper wrapping.)
Danny: ...you could find all that in this new magazine. It's geared towards the new generation of consoles – CD32, the Sony PS-X, the Jaguar, the Sega Saturn, the Nintendo Ultra 64 and so forth – but also covers the best Amiga games.
Doreen: Really?
Danny: And the first issue, at the special trial price of just 95p, will be on sale at the Future Entertainment Show on November 1.
(He tears the wrapping off the mystery magazine to reveal that it is Ultimate Future Games from Future Publishing, the sinister organisation behind AMIGA POWER.)
Doreen: I don't believe it.
Danny: So will you be changing back to your old computer games magazine?
Doreen: No way, Danny.
(Everyone laughs. Cut to picture of Ultimate Future Games. "ISSUE 1 ONLY 95p!" flashes in the corner of the screen, with "normal price £2.25" underneath in very small writing.)
Voiceover: It's ultimate. It's from Future. It's about games. It's Ultimate Future Games.

Ultimate Future Games

FURTHER READING

AMIGA FORMAT

"Amiga Format issue 65 (on sale October 20) really isn't much cop. Much as we've tried, this issue just didn't seem to go very well. We managed to get hold of of top new games *Guardian, UFO* and *FIFA International Soccer,* but it hasn't seemed to help.

"Likewise, the addition of exclusive reviews of DTP package *PageStream 3* and video editing system *A-Cut* made no difference at all.

"And even slapping astonishing software like *Pixel 3D* and *Sensible Golf* on the Coverdisks has singularly failed to rectify the situation.

"Not even our free 100-page book on comms and CD-ROM could possibly entice you to buy this 180-page monstrosity. Sorry... maybe next month, eh?"

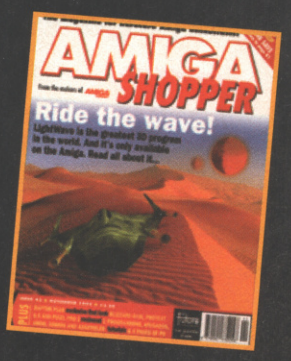
Steve Jarratt
Editor, Amiga Format

AMIGA SHOPPER

"Somewhere in a distant galaxy, there is a strange race of beings who don't know how to use their Amigas properly. The reason? They don't read Amiga Shopper. In the November issue we have a five page review of *LightWave.* Unlike other mags, we pull the thing to pieces and see if it's really the greatest 3D program in the known universe.

"We also have loads of other stuff, including the second part of our series on how to write your own chess program, plus some rather nice tutorials on C programming, AmigaDos, Amos and Comms. Don't be an ignorant alien – get Amiga Shopper."

Richard Baguley
Editor, Amiga Shopper



STRAY PUBLICITY SHOT CORNER

Unfortunately this photograph became detached from its press release, so we're not sure whether to draw your attention to the mouse, to the grey rectangles next to it (MF14M1-J57AT01s, it would appear), or to the cheesegrater in the background. We trust, however, that there has been some bold step forward for Amiga games technology somewhere along the line.

A PHONE NUMBER

We omitted to print a phone number for Gepro (the blue plastic sunglasses people) in last month's news. It's 0689 851 206.

SOME ERRORS

Core Design have asked us point out the following errors in AP41's review of *Universe:* 1) we reviewed the A500 version, and not, as we claimed, the A1200 version; 2) we didn't mention that it's the first A500 game to feature 256 colours; 3) you *can* actually skip the intro; and 4) the music hadn't been finished in the version we reviewed. *(And? – Steve The Publisher)* And... (nngh...) and we're sorry. All right?

MAN UTD DATA DISK

There's a data disk for *Manchester Utd Premier League Champions,* from Krisalis. It costs £10. And it's out now.

IT'S STARDUST AGAIN

Can't afford *Super Stardust*? Or only got an A500/600? Then give thanks to Team 17, for on November 14th they are to release *Stardust Special Edition* for just £11. It's *Stardust,* only even cheaper, with a keyboard option (hurrah!), with the better-looking ship out of *Super Stardust* (cheers!) and the difficulty toned down a bit (oh).

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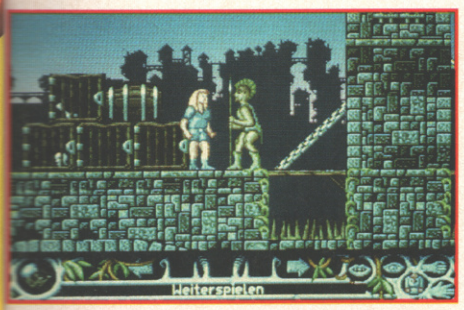
MARVIN'S MARVELLOUS ADVENTURE T-SHIRTS

To keep the momentum going for their forthcoming platform game *Marvin's Marvellous Adventure* (which we previewed in AP39, and should be reviewing next month), 21st Century Entertainment have given us 10 long-sleeved T-shirts with Marvin on the front.

We don't really want them (although they'd probably be all right with a jumper over the top or something), so we're offering them to our fine readers. To stand a chance of winning one, send an amusing anagram of 'Marvin's Marvellous Adventure' on the back of a postcard to: An Anagram? That's Hardly In The Innovative Tradition Of AMIGA POWER Competitions Compo, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW and make sure that it reaches us by November 30 1994.

MINE-CARTS AHOY

The world needs another platform game like it needs a collision with a fellow heavenly body (which, apparently, could happen within the next 100 years – astronomers have recently been tracking fragments of a huge comet, large enough to devastate an entire continent, which are drifting into the Earth's orbit). But there's more to *Cedric* than meets the eye – at least, according to Max, the Austrian outfit that's putting it together. It's being roughly based on *Shadow of the Beast,* say Max, hastily adding that they, too, got incredibly bored playing *Beast,* and will be making sure *Cedric* overcomes that game's shortcomings by actually providing you with plenty to do. And, er, that's about all we know at the moment, except that it's got a medieval setting, a runaway mine-cart level and lots of puzzles to solve, and Max promise that each of the 8-9 levels will be radically different from the last, both graphically and in terms of what you do.



Quake with fear at the prospect of runaway mine-carts

TYREMARKS

Having tackled the beat-'em-up with *Elfmania,* developers Terramarque are now devoting their quintessentially Finnish talents to the overhead-view driving game. They haven't signed up a publisher yet, but tell us a deal is imminent, and if all goes according to plan *PID* should go on sale early in the new year. *Private Investigator Dollarally,* to give the game its slightly odd full name, will be up against US Gold's *Powerdrive* and Team 17's *All-Terrain Racer,* and the graphics look just as good as *Elfmania*'s in the stills we've seen. There'll be up to 12 cars on the screen at once trying to barge past each other, promise Terramarque, along with especially good collision detection, and they ask us to pay special attention to the tyremarks left in the dust. So we are.

Under taking is legal in Finland it seems.

Top zany ziggurat shenanigans. Yes.

GALLUP CHARTS TOP 30

EUROPEAN LEISURE SOFTWARE PUBLISHERS ASSOCIATION LTD — ELSPA

★★★★★ Exceptional ★★★★★ Nearly there ★★★★ Very good ★★★ Has its moments ★★ Flawed ★ Dire

1	**ON THE BALL: WORLD CUP EDITION**	Ascon/Daze £30 ★★★★★
2	**TACTICAL MANAGER**	Black Legend £26 ★★
3	**FRONTIER: ELITE 2**	Gametek £35 ★★★
4	**INTERNATIONAL SENSIBLE SOCCER 92/93**	Renegade/Mindscape £20 ★★★★★
5	**LEMMINGS 2**	Psygnosis £30 ★★★★★
6	**KICK OFF 3**	Anco £30 ★★
7	**PREMIER MANAGER 2**	Gremlin £25 ★★★★
8	**CANNON FODDER**	Virgin £30 ★★★★★
9	**WORLD CUP YEAR '94**	Empire £30 ★★★★
10	**BRUTAL FOOTBALL '94**	Millennium £26 ★★★★
11	**THE SETTLERS**	Blue Byte £35 ★★★★★
12	**K240**	Gremlin £30 ★★★★★
13	**JURASSIC PARK**	Ocean £26 ★★★
14	**GRAHAM GOOCH WORLD CLASS CRICKET**	Audiogenic £30 ★★★
15	**BENEATH A STEEL SKY**	Virgin £35 ★★★★★
16	**EUROPEAN CHAMPIONS**	Ocean £26
17	**WORLD CUP USA '94**	US Gold £26 ★
18	**SKIDMARKS**	Acid £25 ★★★★
19	**A-TRAIN**	Hit Squad £18 ★★★★
20	**ZOOL 2**	Gremlin £26 ★★★★
21	**STARLORD**	Microprose £35 ★★
22	**EMPIRE SOCCER**	Empire £26 ★★★★★
23	**WILD CUP SOCCER**	Millennium £26 ★
24	**VALHALLA**	Vulcan £30 ★
25	**THE LOTUS TRILOGY**	Gremlin £30 ★★★★★
26	**SENSIBLE SOCCER 92/93**	Renegade £26 ★★★★★
27	**MAN UTD PREMIER LEAGUE CHAMPIONS**	Krisalis £30 ★★★
28	**DETROIT**	Impressions £35 ★★
29	**GRAHAM GOOCH'S SECOND INNINGS**	Audiogenic £30 ★★★
30	**ISHAR 3**	Daze £33 ★★

This month, uniquely, our chart is full-price only thanks to 'creative administration'. They're still © ELSPA, though, with games rated in stars and good ones picked out in red. So you can hardly grumble, eh chums?

DIARY OF A GAME

SENSIBLE GOLF

BY SENSIBLE SOFTWARE PART 6 – SEPTEMBER 1994

"We're having some major problems with the Beirut levels. They're all coming out yellow." "By some astonishing miracle we might get it vaguely reasonably out on time-ish." Stuart Campbell's open-aired reverie concerning *Cannon Fodder 2* and *Sensible Golf*, there.

Right now it's our major stress-out time of the year – the run up to getting the games finished and in the shops for your mums to buy you for Christmas, which means all work and no sleep (and no *("Socks" – Ed)*, *("Rugs" – Ed)* or *("Rick 'n' Ralph" – Ed)* for that matter) for the party animals at Sensible Software.

Collecting interesting pebbles is a favourite pastime of mine at the moment, so how many camels were mentioned in the bible?

Okay, *Sensible Golf* then. How's it going, Jools, me old mucker? Well, sir, I've just been slogging me guts out doing a coverdisk demo for AP's really fat sister magazine, Amiga Format. Having worked non-stop for about a week trying to cram in as much as possible, and getting brow-dampeningly close to their deadline for sending disks to the duplicators, I discover that it locks up occasionally. And there's no time to fix it. What a nightmare of a headache.

I've got the putting to work now. You see, originally the game was all played using the small *Cannon Fodder*-esque graphics. But now, when all the players are standing on the green (the designer stubble-like grass bit around the hole), double-scale graphics are loaded up and used. This seems to make everything clearer, more prominent and, erm, bigger. Oh yeah, and I've done the computer-controlled players as well and they're chosse (an old mack'em word meaning 'topper'). *(I only hope you're right. – Ed)*

"It locks up occasionally"

You know, this time last year when I was finishing off coding *Cannon Fodder* I promised myself that I'd never again put myself through the masochistic punishment of working so stupidly hard, not seeing any daylight, not socialising for weeks, and now I find myself in the same position again. They say you make your bed and lie in it.

Which brings me smoothly and metaphorically onto my next point: you and your Amiga. Sadly it looks like this will be the last diary of an Amiga game by Sensible Software, the reason being that *SWOS, Cannon Fodder 2* and *Sensible Golf* are the last games Sensible will be developing for the Amiga. *(So there you have it. – Ed)*

The reasons are the new ultra-powerful machines emerging, the publishers' new fascist dictatorship attitude towards the future and finally, but mainly, piracy. They say it's now over twenty pirate copies to one legitimately-bought copy of an Amiga game. See moral of five sentences ago. We all have to make our living, we all have to eat, and we all have to justify our leisure time. So this Christmas will be the Amiga's turning point. Your attitude could well be "Well, these are going to be the last Sensible games available, so let's just copy them and not throw any more hard-earned dosh into the money pit." It could, on the other hand, be "No, I'm actually going to buy these games, enjoy them more for making that effort, and hope that everyone else does in order to sustain the market in the future." And everyone lives happily ever after. (Jools, get down off that soap-box, man. Chill out.)

Sensible Golf is starting to look the business now. It plays, man, wow does it play. You've got to check out the Amiga Format coverdisk demo. Lock-up bug aside, it's the ultimate tease of a beautiful future. It's you, your three best mates, and a forty-eight pack of that luscious new ("F Max, the lightly-sparkling fish drink" – Ed).

● ***JOOLS, SENSIBLE SOFTWARE***

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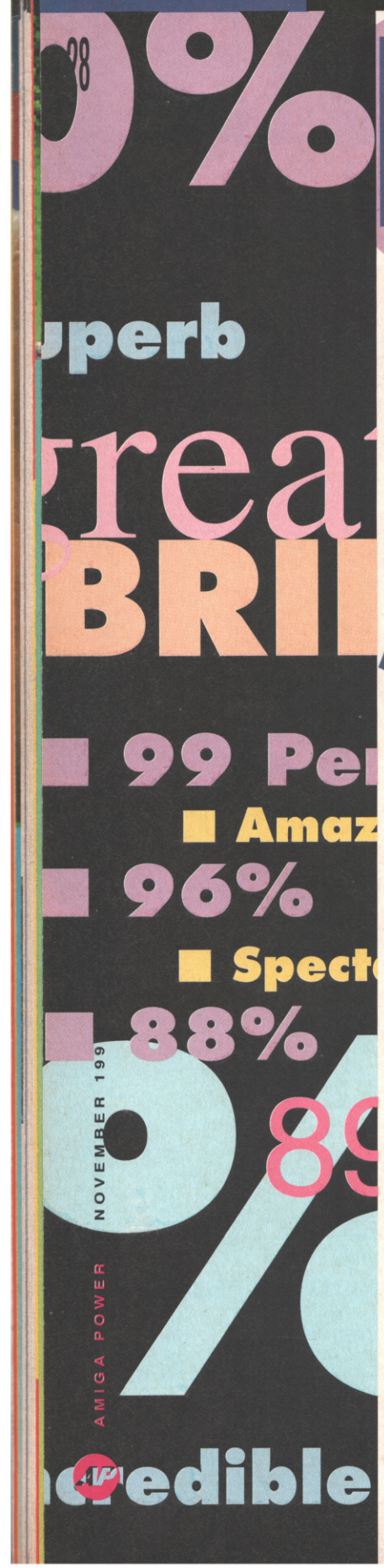


NEW HIGH SCORE

Here at AMIGA POWER, we say what we think. If we like a game, we say so. If we don't like a game, we say so. Otherwise, asks Jonathan Davies, what's the point?

A recent telephone conversation between AMIGA POWER and a representative one of the better-respected Amiga games publishers went something like this:

(*Ring ring. Ring ring.*)
Us: Hello?
Publisher: Have you got some kind of vendetta against us?
Us: Pardon?
Publisher: You haven't given us a single good review since *Game X*.
Us: Well, that's because *Game X* was the last decent game you did.
Publisher: But what sort of message do you think it sends out to the readers when you give *Game Y* 20% (or whatever)?
Us: A message telling them not to buy it, because it's rubbish.
Publisher: You're not going to get a copy of *Game Z* because I know you're only going to *("Plucking" – Ed)* slag it. I pull my *("Brick" – Ed)* out for you and you chop it off.
Us: Er...
Publisher: No-one likes you at this end, and Commodore and all the other software companies aren't happy to see a maverick magazine like yours on the market.
Us: Hang on a minute. That simply isn't tr–
Publisher: The best scenario I can see is that AMIGA POWER will be dead by mid-1995 and the Amiga will be history by the end of '95.
Us: You're taking this personally, aren't you?
Publisher: Yes I (*"Clucking" – Ed*) am taking this personally. I can't work with people I don't get on with, and I don't get on with you. If the Amiga goes down it's your fault, and I hope you're out of a job in the next few months.
Us: Right. Er, bye then.

That's an extreme example, of course. Not everyone hopes the Amiga will die just so it takes us down with it. Some companies cancel their advertising with us (which may not sound like a problem to you, but without it AMIGA POWER would cost you £8.95 a copy or something). Some send stiff letters to Steve The Publisher. And some just quietly stop sending us games to review. But most publishers are adult enough to realise that if they produce lacklustre games, they can't really complain if they get lacklustre marks.

And yet, bizarrely, they don't always get low marks. Month after month, we thumb through rival Amiga magazines and see games that we've played, and which we know not to be up to scratch, getting absurdly high scores. Why is this? Can it be put down to differing tastes? Are they frightened of receiving phone calls like the one above? Are they scared of losing advertising revenue? Do they simply not bother to play the games properly, and go along with what they've been told by smooth-talking PR departments?

We don't know, but whatever the reason, it makes us feel slightly ill. You're being duped into buying games you won't like, and our job is made that much harder when publishers ring up and say "Well, all the other magazines liked it, so there must be something wrong with you".

So what we thought we'd do this month is pick a selection of games, all published to rave reviews from our fellow magazines over the last few months, that aren't, in our opinion, all they're cracked up to be. We've summarised what everyone else thought of them, and what we thought of them. And then we've asked their programmers/publishers to explain themselves. Did they really believe they'd written the greatest driving game (or whatever) of all time? Or were they just saying that? And finally, as is our right, we've made sure we've got the last word.

Oh, and to show that we're not completely bitter and twisted, we've also turned the tables and dug out a game which we really loved, but which seemed to pass everyone else by.

THE WHOLE GALAXY INSIDE YOUR AMIGA?

FRONTIER – ELITE 2 (Gametek)

Few would deny that *Elite* is one of games history's greats. So expectations were high as the sequel approached completion. Four years in the making, it had us bursting in anticipation of its accurate simulation of the entire galaxy. "100,000,000,000 stars!" we gibbered. "It'll take us weeks to visit all those." And when it finally appeared, reviewers across the nation exploded, showering marks as high as 96% all around them. But not AMIGA POWER.

AMIGA POWER SAID...

100,000,000,000 stars, huh? All of them accurately mapped and catalogued? And that's supposed to be better than 10,000,000,000? Or 1,000,000,000? Or even 100? What is this, a game or a Guinness Book of Records attempt? It wouldn't matter, except the game itself is rather dull, with little sense of the enormity of your surroundings, loads of tedious flying around with nothing happening, and disappointingly sluggish graphics if you're playing on a 500. It was okay, we decided in AP32, but worth no more than 65% (or 75% on an A1200).

DAVID BRABEN REPLIES...

David Braben, *Frontier*'s programmer, was quite cross at the time the review came out, and is still far from happy.

"That was the review with the strip of pictures from the intro along the top, wasn't it? With a caption about blue-rinsed sisal, which I've never even heard of. You doctored those pictures, didn't you? You took some things out somehow. And I can prove it, by showing you every frame from the intro."

Er, no. Please don't. Anyway, why would we have done that?

"The review made some fair points, and was interestingly written, but on the whole I thought it was rather negative – over-the-top and even fatuous in places."

But there is quite a lot of flying around with nothing happening, isn't there?

"The whole point of the game is to provide escapism, to stimulate the imagination. You could get rid of the unimportant missions, and only have 100 planets, sure, but that's not what the game's all about. If you like to be led by the nose through a game, *Frontier*'s not for you."

And the graphics?

"The game does run slowly on a 500, I'll admit that. And it's a shame. But you can always turn some of the detail off."

AMIGA POWER RETORTS...

As our new Readers' All-Time Top 100 reveals, (right after this feature) we're pretty much alone in our view of *Frontier*. But we're sticking to it, and we hope *Frontier 2* is markedly better.

ISHAR 3 (Daze)

Ishar is one of the most popular series of RPGs on the Amiga, and they always sell loads. *Ishar 3* takes the view that bigger is better, and gives you an even more enormous playing area than ever before. Which is good, right? Marks in the high 80s across the board seemed to suggest so. AMIGA POWER, however, disagreed...

AMIGA POWER SAID...

Ishar 1 we liked. *Ishar 2*... well, we had our reservations, but gave it the benefit of the doubt. But by *Ishar 3* our patience had run out. As the series has progressed it's got more and more sprawling, and *Ishar 3* just goes too far, letting you wander about for hours just trying to find something to do. And even when you do, it generally involves orcs and leather thongs, and all those other tedious old fantasy clichés. And the 500 version doesn't recognise second disk drives or hard drives. It looks nice, but is dull, and received just 50% in AP41.

DAZE REPLY...

Cliff Guy from Daze looked thoughtful, and then put his PR hat on:

"For thousands of RPG fans, *Ishar 3* is wonderfully big. If your heart's not in this game then you'll end up aimlessly wandering. But what if you free your heart, suspend your disbelief, and just go exploring? You'll find an engrossing adventure where you can take your own route, set your own agenda and discover a spectacular world of characters, places and monsters.

"This is what people love about the series. And *Ishar 3* is the best of the series – the best graphics, and the best plot. It's not a game for the dabbler, that's true. However, RPG fans with a sense of adventure and a taste for a challenge play *Ishar 3* with relish. And as we at Daze always say, "Relish in, relish out."

AMIGA POWER RETORTS...

"Dabblers"? How dare you? That's an outrageous insult to our character. Games are our life. We eat, sleep and dream Amiga games. So you'll be looking forward to *Ishar 4*, then, Cliff? ➤

MARIO KART ON THE AMIGA?

BUMP 'N' BURN (Grandslam)

Billed as the Amiga's answer to *Mario Kart*, *Bump 'n' Burn* was supposed to incorporate all the top SNES game's knockabout fun, with personality-laden cartoon opponents and special weapons to shoot them with.

The other magazines seemed happy to go along with this, handing out marks in the 90s with gay abandon.

AMIGA POWER SAID...

It's not, though. It's nothing like as good as *Mario Kart*. While *Mario Kart* really does allow you to believe you're zooming along in a go kart, the driving mechanics in *Bump 'n' Burn* seem hopelessly artificial and unconvincing. And *Mario Kart*'s small, feature-packed courses are replaced by large, sprawling ones on which you'll rarely see your competitors. No better than a hundred other driving games, and certainly worth no more than 70% (AP40).

GRANDSLAM REPLY...

We tried to get hold of Peter Opdam, *Bump 'n' Burn*'s programmer, but he was having domestic problems. Grandslam's David Birch was happy to take up the gauntlet, though.

"We were disappointed with the review, having seen *Bump 'n' Burn* do well in other magazines. We played *Mario Kart* a lot, and basically tried to produce an Amiga version of it."

But the courses are huge and sprawling compared to *Mario Kart*'s.

"Well, yeah, maybe that's a fair comment."

The car's handling feels all wrong. And the road moves at exactly the same speed whether the speedo reads 80 or 160.

"Yeah, I dunno, that may be the case. But we feel the playability was spot on. That's what we really concentrated on getting right. If your reviewer had trouble staying in the lead, that's perhaps a reflection of his driving skills."

AMIGA POWER RETORTS...

Bump 'n' Burn plays sort of okay, but it just isn't a patch on *Mario Kart*. We've never gone back to it. And who wants to play console hand-me-downs anyway? Certainly not us. What's wrong with originality for a change? Come on Grandslam. You can do much better than this. Can't you?

THE GREATEST THING, LIKE, EVER?

VALHALLA (Vulcan)

They came out of nowhere, and within seconds Vulcan Software were hailed as the most exciting thing to happen to the Amiga for years. They'd put together *Valhalla* in a rumoured three months, and yet it was great.

"It talks!" cooed the press, awarded it scores that rarely dipped below 80%, and ran fawning features illustrated with curiously-similar photographs.

AMIGA POWER SAID...

But wait. *Valhalla* is actually terribly tedious. The speech gets on your nerves within seconds, and once you've turned it off you're left with a bland, empty adventure game where your character wanders around brown, empty rooms, dying far too often.

VULCAN REPLY...

New to the software scene, Vulcan's Lisa Carrington has the distinct impression that we hate them.

"From the beginning you seemed completely disinterested in us and didn't speak to us to find out how to get on in the game."

But we review games based on the game, not on how well we get on with the programmers.

"The review in AMIGA POWER was plainly written by a reviewer that hadn't even attempted to play the game, so how could he give an honest account that the public could rely on? You state that all the rooms are empty, yet there are loads of characters later in the game. *Valhalla* has many things in its favour. Not only is it the first speech adventure on the Amiga, but there's no disk swapping during the game and there's a save game function. And most importantly of all, it's addictive and fun to play."

No it's not. Cam played it for two days – surely that's long enough to get a reasonable impression of wether he liked the game or not? He didn't meet any characters (unless talking skulls count) in all that time.

"We feel that the review wasn't a fair representation of the the game. The puzzles are all based on word associations, which Cam obviously never got the hang of.

"If you'd only come back to us with criticisms of the game or how to get past certain puzzles, we'd have been happy to help you out. And following the reviews in AP and Amiga Format, we changed the game quite a bit anyway. We just never got any feedback from you."

AMIGA POWER RETORTS...

It's not our job to playtest games and to pass back our criticisms to the programmers.

If *Valhalla* was changed following our review (which is irritating, as it makes the review appear wrong in the eyes of our trusting readers) then surely our criticisms were valid? Eh? We rest our case, m'lud.

THE AMIGA'S BEST BEAT-'EM-UP?

ELFMANIA (Renegade)

"The greatest beat-'em-up on the Amiga." That was the gist of much of *Elfmania*'s pre-launch publicity, and the reviews that followed. Seemingly bewitched by the game's beautiful graphics, reviewers handed out scores of 90%-odd with no questions asked. But AMIGA POWER?

AMIGA POWER SAID...

Surely some internal misunderstanding? *Elfmania* looks wonderful, that nobody can deny. But you've only got to play a couple of rounds to realise that it feels all wrong. The characters have no 'weight' to them, and the lack of impact sound effects kills any sense that you're actually fighting people. Further testing reveals that the potentially clever system of earning money to buy fighters is wrecked by a system of price fiddling, so the one-player game's out, and the two-player game is spoiled by the way it telegraphs every special move in time for your opponent to avoid it easily. Looks great, but worth, we felt in AP39, just 61%.

TERRAMARQUE REPLY...

Ilari Kuittinen of developers Terramarque isn't having any of it.

"Most of the criticism comes from avid genre fans, who have a fixed idea of how a beat-'em-up should work. Innovative concepts like intuitive game controls (designed with the Amiga joystick in mind), the strategic part of the game, and coins as your resource have obviously been too much for many die-hard beat-'em-up fans.

"In order to be successful in the one-player game, you should be able to collect money to hire tougher characters as the game progresses. By fighting easier fights, utilising bonus rounds and prize fights you can accumulate money quite easily, if you learn how to fight well.

"I bet the AP reviewer never really got very far in the game, because he couldn't figure out how to accumulate money or how to fight effectively against the computer-controlled player. If this is true, he has no chance to get deeply involved with the strategic side of the game."

AMIGA POWER RETORTS...

But if the National Computer Games Champion of 1988, not to mention the European Video Games Champion of 1990, can't figure it out, what chance do the rest of us stand?

"Besides," snarls Stuart from his new Saffron Walden home, "I did get loads of money. But it just meant the prices of the fighters went up. Where's the strategy in that?"

WHAT DO YOU THINK?

The chances are that, however much you know and trust AMIGA POWER, you've ignored our warnings and bought a game that we hated, but everyone else claimed to love. What happened? Did it turn out to be just like we said? Or was it the best decision you ever made? Write and tell us at either: "If Only I'd Listened To You, AP" or "You Lied To Me, AP", 30 Monmouth Street, Bath BA1 2BW. There are no prizes, but we'll probably do some sort of follow-up feature or something.

89 PERCENT

JUST ANOTHER FOOTBALL GAME?

EMPIRE SOCCER (Empire)

Empire Soccer was created by Andrew Braybrook, the near-legendary figure behind classics like *Uridium*, *Fire and Ice*, and AP Coverdisk game *Nipper*. So it was a bit of a shame when it phutted out to scores of 50-60%, and slid unnoticed beneath the waves.

AMIGA POWER SAID...

But hang on a minute. *Empire Soccer* is probably the best football game since *Sensible Soccer*, and, being in a very different style, well worth playing in its own right. It looks a bit ungainly to begin with, and takes a while to get into, but once you've got the hang of the special moves and things it turns out to be be absolutely brilliant.

Play the demo from AP41 if you don't believe us. It's fast, fabulous and great fun. Verily, *Empire Soccer* IS *Speedball 2* in shorts.

EMPIRE REPLY...

It was nice to find someone who agrees with us for once, namely Empire's Marissa Pauwells.

"It's a strange one, *Empire Soccer*. Because of the timing, and the number of other football games being released at the time, we decided not to do a traditional, strategic football game. And we made a point of demonstrating it to all the magazines, and telling them not to try comparing it to *Sensible Soccer* – it's a different style of game, and one you've really got to play to appreciate. But it was clear from reading the reviews that they just hadn't given it a chance. Most of the screenshots were from the intro, and they just hadn't played it for long enough. Then we read AMIGA POWER's review, and from your comments it was obvious that you'd given it the time it needed."

Did the game sell okay?

"It did all right, but not as well as we'd hoped. The trouble is that when shops are looking through the magazines to choose games to stock, they haven't got time to read the reviews in detail. They just look at the score in the bottom right-hand corner, and *Empire Soccer* obviously didn't look too good, especially as, because of the game's timing, AP's review didn't appear till last."

AMIGA POWER RETORTS...

Blub.

THE ULTIMATE POOL GAME?

ARCADE POOL (Team 17)

This was to be the pool game to end all pool games, claimed Team 17, and in general the reviewers weren't arguing. But AMIGA POWER... *(That's enough cutting through the hype. – Ed)*

IT'S THE RESULTS OF...

So, are we in a world of our own? Or do you, in fact, like the same games that we do?

THE AMIGA ALL-TIME

When we invited you to send in your votes for the best Amiga games of all time, we were expecting a pretty healthy response. AMIGA POWER readers are, after all, among the most vociferous in the world, never afraid to state their case no matter how ill-conceived or unsustainable it might be. What we weren't expecting was to be refused entry to our own building after council engineers declared it to be on the point of collapse, citing the dangerous tonnage of postcards concentrated in a small office on the second floor.

And, quite frankly, we're feeling pretty pleased with ourselves. Your tastes broadly equal ours, it seems, and we can confidently continue to recommend games on the same grounds we always have.

Just as we did, you've ranked *Sensible Soccer* and *Cannon Fodder* as your two favourite games. And overall, half the games in your top twenty are in ours as well. We admire you for including *Gravity Force 2* at No 20, although we'd have placed it even higher had we seen it in time.

We shall bear in mind the following things, though:

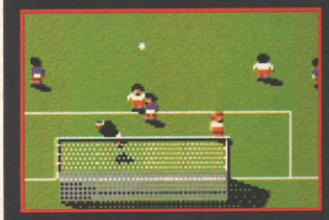
- *Championship Manager '93* at No 9, eh? And *Premier Manager 1* and *2* a little further down. There were no football management games in our Top 100 at all, despite the protestations of Steve Faragher, but we always try to give them their due in reviews.
- *Civilisation* at No 11, and *The Settlers* at an incredible No 5. Both great games that we included at middling positions, but, well, phew. So you like strategy games, then, eh?
- You seem to think we treated *Monkey Island 2* a little unfairly (we demoted it to 62nd place), and have placed it 8th and the original at 10th. Maybe you're right.
- The comedy *Kick Off 2* votes have thankfully subsided since the last time we went through this, with even *Goal* only managing a meagre 47th place.
- *Frontier* at No 17, yet *Empire Soccer* at No 60? Hello?

And finally, some statistics, which you may interpret as you see fit:

- We arrived at the Top 100 by awarding 10 points to every 1st-placed game, down to 1 for each 10th-placed game.
- Most 1st-place votes: *Sensible Soccer* (11% of the vote overall).
- Most 10th-place votes: *Micro Machines* (0.7% of the vote).
- Highest-placed game with no 1st-place votes: *Speedball 2* (7th).
- Biggest discrepancy: *Exile* (we say 8th, you say 77th).
- Biggest drop: *Kick Off 2* (8th last time to 58th this time).
- Proportion of vote cast on Top 10: 45.3%.

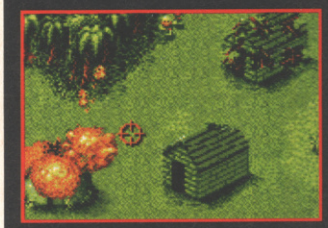
1 Sensible Soccer (Renegade)

Yes.



2 Cannon Fodder (Virgin)

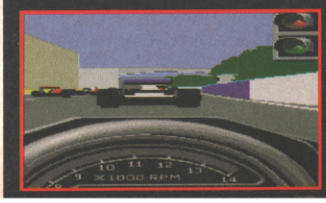
It was close (as, indeed, it was when we were assembling our own Top 100), but in the end *Cannon Fodder* was just pipped by Sensible's other game. You clearly love them both, though, awarding the two of them together nearly four times as many votes as the next-highest-placed game, *Syndicate*.



3 Syndicate (Electronic Arts)

We said 9th, you say 3rd. And we feel in no position to argue.

4 Formula One Grand Prix (Microprose)



If you still like it this much, then presumably you've all got copies, and won't be terribly interested in its budget release this month.

5 The Settlers (Blue Byte)

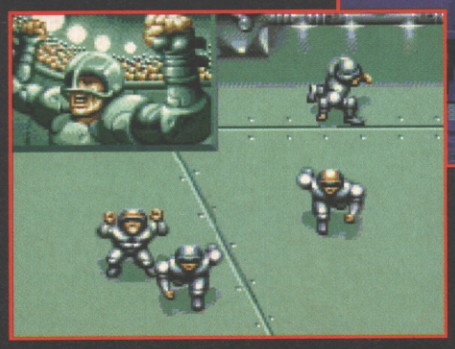
We knew *The Settlers* was popular. But when it just edged above *Pinball Fantasies*, our world-view had to be radically overhauled.

6 Pinball Fantasies (21st Century Entertainment)

No great surprise. Will you like *Pinball Illusions* even better?

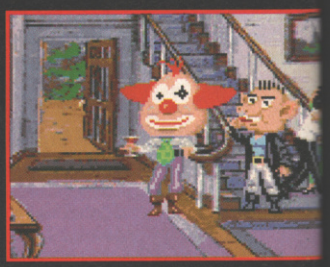
7 Speedball 2 (Image Works)

Tch. If you like this so much, then what's *Empire Soccer* doing languishing down at No 60? Eh?



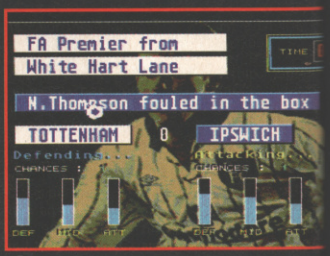
8 Monkey Island 2 (US Gold)

Fair enough. You may well see *Monkey Island 2* edging its way back up our own Top 100 next year.



9 Championship Manager '93 (Domark)

All right, all right. We still write about them for you, even if we don't play them much. (Apart from Steve.)



10 Monkey Island (US Gold)

Most people who voted for *Monkey Island 2* voted for this as well, explaining the two games' similar placings.

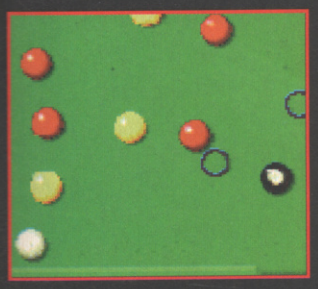
A POWER READERS' E TOP 100

THEY'RE IN!

OUR OWN, OFFICIAL TOP 100

1 **SENSIBLE SOCCER** (Renegade)
2 **CANNON FODDER** (Virgin)
3 **SPEEDBALL 2** (Kixx)
4 **DYNABLASTER** (Ubi Soft)
5 **FORMULA 1 GRAND PRIX** (MicroProse)
6 **RAINBOW ISLANDS** (The Hit Squad)
7 **KNIGHTS OF THE SKY** (Kixx)
8 **EXILE** (Audiogenic)
9 **SYNDICATE** (Electronic Arts)
10 **PINBALL FANTASIES** (21st Century)
11 **APIDYA** (Blue Byte)
12 **GEM'X** (Demonware)
13 **WIZKID** (The Hit Squad)
14 **DUNE 2** (Virgin)
15 **DESERT STRIKE** (Electronic Arts)
16 **F1** (Domark)
17 **MICRO MACHINES** (Codemasters)
18 **HUNTER** (Activision)
19 **SECOND SAMURAI** (Psygnosis)
20 **LEMMINGS 2** (Psygnosis)
21 **ASTEROIDS** (PD)
22 **GUNSHIP 2000** (Microprose)
23 **STARDUST** (Bloodhouse)
24 **RODLAND** (Kixx)
25 **HEAD OVER HEELS** (The Hit Squad)
26 **FLASHBACK** (US Gold)
27 **MORTAL KOMBAT** (Virgin)
28 **R-TYPE 2** (Activision)
29 **THE CHAOS ENGINE** (Renegade)
30 **STUNT CAR RACER** (Kixx)
31 **DEFENDER** (PD)
32 **D/GENERATION** (Mindscape)
33 **LIBERATION** (Mindscape)
34 **SIM CITY** (Maxis)
35 **OVERKILL** (Mindscape)
36 **SEEK AND DESTROY** (Mindscape)
37 **YO! JOE!** (Hudson Soft)
38 **THE SETTLERS** (Blue Byte)
39 **SKIDMARKS** (Acid)
40 **LAMBORGHINI AM CH** (Titus)
41 **BLOB** (Core Design)
42 **BENEATH A STEEL SKY** (Virgin)
43 **PANG** (The Hit Squad)
44 **NO SECOND PRIZE** (Thalion)
45 **SABRE TEAM A1200** (Krisalis)
46 **ARCHER** MACLEAN'S POOL (Virgin)
47 **NAUGHTY ONES** (Interactivision)
48 **PUTTY** (GBH)
49 **URIDIUM 2** (Renegade)
50 **CIVILIZATION** (MicroProse)
51 **TETRIS PRO** (PD)
52 **IK+ (The Hit Squad)**
53 **PACIFIC ISLANDS** (Empire)
54 **F-29 RETALIATOR** (The Hit Squad)
55 **THE BLUES BROTHERS** (Titus)
56 **BOB'S BAD DAY** (Psygnosis)
57 **NICK FALDO'S GOLF** (Grandslam)
58 **HISTORY LINE 1914-18** (Blue Byte)
59 **BUBBA 'N' STIX** (Core Design)
60 **ISHAR 2** (Silmarils)
61 **SCOOBY DOO AND SCRAPPY** (Hi-Tec)
62 **MONKEY ISLAND 2** (US Gold)
63 **SWIV** (Storm)
64 **SOCCER KID** (Krisalis)
65 **FURY OF THE FURRIES** (Mindscape)
66 **LURE OF THE TEMPTRESS** (Virgin)
67 **PARASOL STARS** (The Hit Squad)
68 **VIRUS** (Firebird)
69 **ALIEN BREED 2** (Team 17)
70 **NEBULUS** (Hewson)
71 **HIRED GUNS** (Psygnosis)
72 **LOTUS ESPRIT TURBO CH** (GBH)
73 **E-MOTION** (US Gold)
74 **WALKER** (Psygnosis)
75 **ANOTHER WORLD** (Kixx)
76 **PINBALL DREAMS** (21st Century)
77 **TEARAWAY THOMAS** (Soundware)
78 **CARRIER COMMAND** (Rainbird)
79 **R-TYPE** (The Hit Squad)
80 **POPULOUS** (The Hit Squad)
81 **MONSTER BUSINESS** (Eclipse)
82 **LLAMATRON** (PD)
83 **BOSTON BOMB CLUB** (Silmarils)
84 **KID GLOVES** (Millennium)
85 **WORLD CLASS RUGBY** (Audiogenic)
86 **SUPER HANG-ON** (The Hit Squad)
87 **ALIEN 3** (Acclaim)
88 **BRUTAL SPORTS FOOTBALL** (Millennium)
89 **BUG BOMBER** (Kingsoft)
90 **ZOOL 2** (Gremlin)
91 **PROJECTYLE** (Electronic Arts)
92 **ONE STEP BEYOND** (Ocean)
93 **KLAX** (Domark)
94 **THE SENTINEL** (Firebird)
95 **SWITCHBLADE 2** (Gremlin)
96 **SHANGHAI** (Activision)
97 **ROBOCOP 3** (The Hit Squad)
98 **JETSTRIKE** (Rasputin)
99 **PONG** (PD)
100 **FRONTIER – ELITE 2** (Gametek)

11 **CIVILIZATION** (Microprose)
12 **DYNABLASTER** (Ubi Soft)
13 **DUNE 2** (Virgin)
14 **CHAOS ENGINE** (Microprose)
15 **BENEATH A STEEL SKY** (Virgin)
16 **LEMMINGS 2** (Psygnosis)
17 **FRONTIER: ELITE 2** (Gremlin)
18 **MORTAL KOMBAT** (Virgin)
19 **RAINBOW ISLANDS** (The Hit Squad)
20 **GRAVITY FORCE 2** (PD)
21 **DESERT STRIKE** (Gremlin)
22 **PGA TOUR GOLF** (Electronic Arts)
23 **GUNSHIP 2000** (Microprose)
24 **LEMMINGS** (Psygnosis)
25 **SIM CITY** (Maxis)
26 **MEGA-LO-MANIA** (Ubi Soft)
27 **HIRED GUNS** (Psygnosis)
28 **PINBALL DREAMS** (21st Century Entertainment)
29 **FLASHBACK** (US Gold)
30 **STARDUST** (Bloodhouse)
31 **MICRO MACHINES** (Codemasters)
32 **STUNT CAR RACER** (Kixx)
33 **POPULOUS 2** (Bullfrog)
34 **PREMIER MANAGER** (Gremlin)
35 **PREMIER MANAGER 2** (Gremlin)
36 **F1** (Domark)
37 **APIDYA** (Play Byte)
38 **KNIGHTS OF THE SKY** (Kixx)
39 **GRAHAM GOOCH'S CRICKET** (Audiogenic)
40 **SKIDMARKS** (Acid Software)
41 **LOTUS 2** (Gremlin)
42 **SCORCHED TANKS** (PD)
43 **HARLEQUIN** (Gremlin)
44 **PANG** (The Hit Squad)
45 **LOTUS ESPRIT TURBO CHALLENGE** (Gremlin)
46 **JIMMY WHITE'S SNOOKER** (Virgin)
47 **GOAL** (Virgin)
48 **ARCADE POOL** (Team 17)



49 **HUNTER** (Activision)
50 **LIBERATION** (Mindscape)
51 **SOCCER KID** (Krisalis)
52 **ZOOL 2** (Gremlin)
53 **WIZKID** (The Hit Squad)
54 **WINGS** (Cinemaware)
55 **MOONSTONE** (Mindscape)
56 **EOTB 2** (US Gold)
57 **LEGEND** (Mindscape)
58 **KICK OFF 2** (Anco)
59 **PROJECT X** (Team 17)
60 **EMPIRE SOCCER '94** (Empire)

61 **PUTTY** (System 3)
62 **PARASOL STARS** (Ocean)
63 **SWIV** (Kixx)
64 **D/GENERATION** (Mindscape)
65 **INDY: FATE OF ATLANTIS** (US Gold)
66 **MICROPROSE GOLF** (Microprose)
67 **WING COMMANDER** (Electronic Arts)
68 **YO JOE!** (Hudson Soft)
69 **IK+** (The Hit Squad)
70 **JURASSIC PARK** (Ocean)
71 **RODLAND** (Storm)
72 **PUTTY SQUAD** (System 3)
73 **PONG** (PD)
74 **OUT TO LUNCH** (Mindscape)
75 **RAILROAD TYCOON** (Microprose)
76 **BANSHEE** (Core)
77 **EXILE** (Audiogenic)
78 **K240** (Gremlin)
79 **TETRIS PRO** (PD)
80 **BRUTAL SPORTS FOOTBALL** (Millennium)
81 **LOST VIKINGS** (Interplay)
82 **CELTIC LEGENDS** (Ubi Soft)
83 **BUBBLE BOBBLE** (The Hit Squad)
84 **INDIANAPOLIS 500** (Electronic Arts)
85 **CRUISE FOR A CORPSE** (US Gold)
86 **LLAMATRON** (PD)
87 **SABRE TEAM** (Krisalis)
88 **ALIEN BREED SPECIAL EDITION** (Team 17)
89 **DUNE** (Virgin)
90 **ASTEROIDS** (PD)
91 **NO SECOND PRIZE** (Thalion)
92 **LASER SQUAD** (Blade)
93 **BUBBA 'N' STIX** (Core)
94 **HISTORYLINE 1914-18** (Blue Byte)
95 **TURRICAN 2** (Rainbow Arts)
96 **BILL'S TOMATO GAME** (Psygnosis)
97 **JOHN MADDEN FOOTBALl** (Electronic Arts)
98 **COOL SPOT** (Virgin)
99 **ADDAMS FAMILY** (Ocean)
100 **FURY OF THE FURRIES** (Mindscape)

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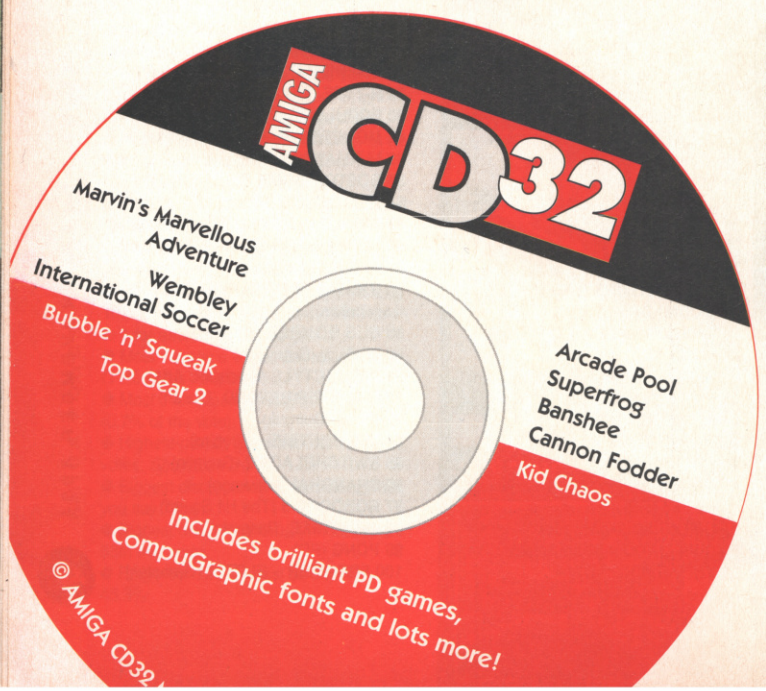

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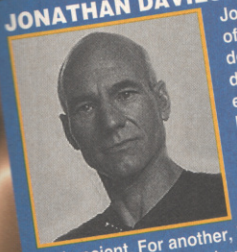
GAMES

Games eh? Even we near immortals who work on AMIGA POWER must come down from their Olympian heights and ponder the entropy and decay that is the one constant of the universe. Even we must face up to our eventual decline into dotage...

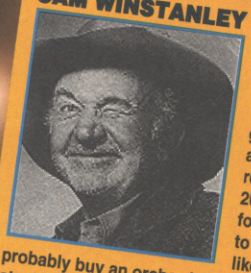
JUST WHO DO WE THINK WE'RE GOING TO BE?

JONATHAN DAVIES



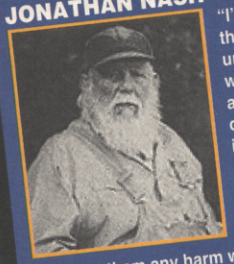
Jonathan's already certain of one fact about his dotage. "When I'm 70 I'm definitely not going to be editor of AMIGA POWER. For one thing everyone will be rubbing their hands over glowing orbs or something, and computers will look silly and ancient. For another, I'll be too busy sitting on my porch in a rocking chair with a rug over my legs, smoking a briar pipe, whittling wood and dreaming wistfully of what might have been."

CAM WINSTANLEY



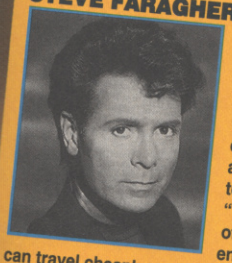
"Growing old isn't something I'm particularly good at," moaned resident grumbler Cam. "I've already started resenting anyone under 20 for their youthful zest for life, so it's not hard to imagine what I'll be like when I'm 70. I'll probably buy an orchard so I can lie in wait for kids to steal apples from it, then shuffle out of the house and shake my walking stick at them before going to phone the police and complaining about their inability to protect the taxpayer. Yes, I think I'd like that."

JONATHAN NASH



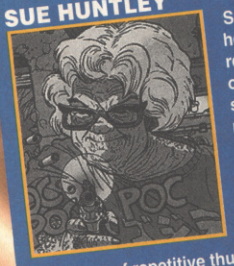
"I'd prefer to be one of those fearsomely unapproachable old blokes who look like Denver Pyle and head their secluded communities as self-imposed patriarchs and kill off most of the residents by declaring that the strangely discoloured water from the local well didn't do them any harm when they were young," pondered Jonathan. "But looking around at most old people today, especially, for example, in supermarket queues, I'm inclined to wire myself up to 34 pounds of high explosive on my 70th birthday and take as many of them as possible with me."

STEVE FARAGHER



"I think I'm going to enjoy being a coffin-dodger," grinned Prod Ed Steve, which is probably a good thing seeing as he's the oldest mighty being here and therefore the closest to pensionable age. "Think of the advantages of advanced years and encroaching senility. You can travel cheaply on the buses, watch daytime TV and enjoy it, and even go to the shops in your pyjamas without anyone batting an eyelid. Days filled with dominoes and half-pints of stout, and pockets filled with barley sugars – it'll be great."

SUE HUNTLEY

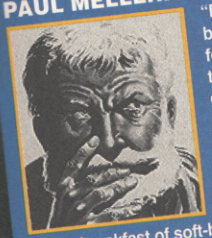


Sue's planning on letting herself go a bit after retirement. "There's an old lady in my street and she's kind of my role model," she confessed. "All day long she sings to herself, talks to animals and mumbles almost incoherently about how modern music is just a sequence of repetitive thumps and how small the new ten pence pieces are. She's dribbling mad of course, but she's happy, and that's the way I want to be."

SARAH SHERLEY-PRICE

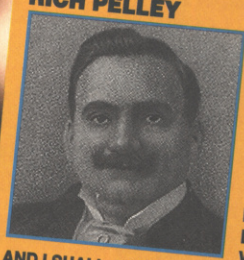
"I'll be dead," stated Sarah baldly, rather overlooking the fact that this is supposed to be an amusing page of character profiles rather than a brutally realistic exposé of the fragility of human existence. Ho-hum.

PAUL MELLERICK



"From what I can gather, being old's all about following a rigorously strict timetable," mused Paul, "so I get in a bit of practice once a month. Bed at 8.30pm lets me get up stupidly early so I can wait for the milkman and engage him in pointless conversation. Next it's a hearty breakfast of soft-boiled eggs and a slice of white bread cut into soldiers, along with a nice cup of warm grey tea. Then it's tea at nine and ten-thirty, a special elevenses cup at eleven-ten, more tea at midday and one o'clock, and three more cups at half-past. Then it's time to settle down with a cup of tea and a good book. About tea." We made our excuses and left.

RICH PELLEY



"WHEN I AM 70," bellowed Rich, "I SHALL DISTIL MY LIFETIME'S EXPERIENCE INTO A BEST-SELLING VOLUME OF WISE AND HELPFUL SAYINGS. PEOPLE EVERYWHERE WILL QUOTE ME AND I SHALL ACHIEVE AN IMMORTALITY OF SORTS. ALTERNATIVELY I'LL SIT UNMOVING IN MY FRONT ROOM ALL DAY AND HAVE TO BE HELPED TO THE TOILET EVERY HALF-HOUR."

HOW DOES OUR SCORING SYSTEM WORK THEN?

1. We don't care about media hype, software company freebies or pushy PR people. We play a game to death and then mark it on its merits.
2. The percentage scale's got 100 increments, and we use them all. 50's the average, crap games get single figures and only brilliant games get 90s. Unlike other mags, a score over 80 in AP actually means something.
3. Who cares if a game's got great graphics or nice sound if it's useless? AP reviews give a single mark based on the game as a whole.
4. We're hard but we're fair.
5. Fifth points? We'd rather be a sad clown in an iron lung.

38

LAW AND JUSTICE

The first – and best – table casts you as a futuristic policeman, enforcing the law in a seedy, post-apocalyptic vision of etc etc. (Although actually, of course, you're really just playing pinball.) You must engage in high-speed pursuits, round up escaped prisoners, quell riots, defuse bombs, rescue hostages, and hunt down Johnny Crack. Perhaps the most sinister bit is when three terrified civilians run across the top of the screen, pursued by a policeman who shoots them in the back. Cagney and Lacey would never have behaved in this fashion. The throbbing techno-pop adds immeasurably to the tension (rather than causing you to flee from the room crying "Tool of the Devil", like the other two).

PINB A ILLUSI

When Shakespeare spoke of "Mewling and puking in the nurse's arms", he clearly wasn't anticipating this.

Runs on: A1200, CD32
Publisher: 21st Century Entertainment
Authors: Digital Illusions
Price: £30
Release: Early November

Secretly I'm fascinated by pinball, but I hate it when people try to make me play it at the pub. "Come on," they say. "It's only a bit of fun. Look – we've selected a three-player game, so you'll have to play or it won't work. And it can't possibly go straight down the middle this time." But it always does.

So pinball games on the Amiga are a great source of comfort to me. From safely within the confines of my bedroom I can play them to my heart's content, the rest of the world insulated from my cries of "No! Not again!" I did it with *Pinball Dreams*. I did it with *Pinball Fantasies*. And just recently I've been doing it with *Pinball Illusions*. And *Pinball Illusions* is, by a slight but at the same time significant margin, the best yet.

You'll probably already have spotted that, while *Dreams* and *Fantasies* both had four tables, *Illusions* has just three. This is the one disappointing thing about it, so we'll get it out of the way right at the beginning. Apparently *Digital Illusions* decided at the last minute that, out of the four tables they'd designed, one was sightly crap. So they threw it away. And now there are only three. And it doesn't even cost less. Tch, eh?

WITH MULTIBALL

Thanks to being A1200/CD32-only, *Pinball Illusions* is the first game in the series to feature a multiball facility. It's activated using complicated pinball methods, and causes two or occasionally even three balls to rattle around the table at once. In a game like *Pinball Illusions*, where you can only see a bit of the table at once, this could easily be confusing – which ball should the scrolling follow? Thankfully, though, *Pinball Illusions* also features a high-res mode, which shows nearly all the table on the screen at once. Phew.

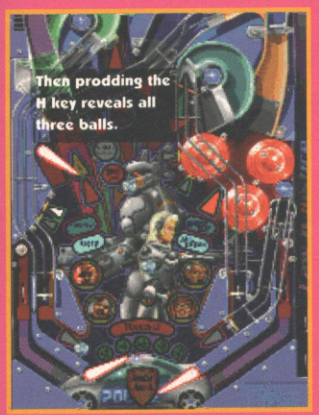
BALL SIONS

But still. Distract yourself instead with thoughts of the multiball feature. (I wrote 'multi-balls' on the cover when we first did it, but apparently it's 'multiball'. Shows how much time I spend in pinball-playing circles, hmm?) This is activated either by getting two ball locks or hitting the right features, and causes three balls to bounce around the table at the same time.

This could be slightly confusing, especially when balls start disappearing off the top of the screen, but thankfully a swift stab at the H key throws the game into high-res mode. You can now see nearly all of the table on the screen at once, but miniaturised. Initially this evoked similar emotions in the AP office to the first time we saw a Competition Pro Mini joystick. Multiball does have its downside, though – without it the game might have been able to run on an A600.

Also improved in *Pinball Illusions* are the LED displays above the tables. They're now higher resolution, and have loads of little animations for when things happen down on the table. For example, on the Law and Justice table you get to see coppers chasing criminals across the top of the screen, and shooting them.

And with it being an AGA-only game, the graphics generally are great. The tables have all been digitised from ➤



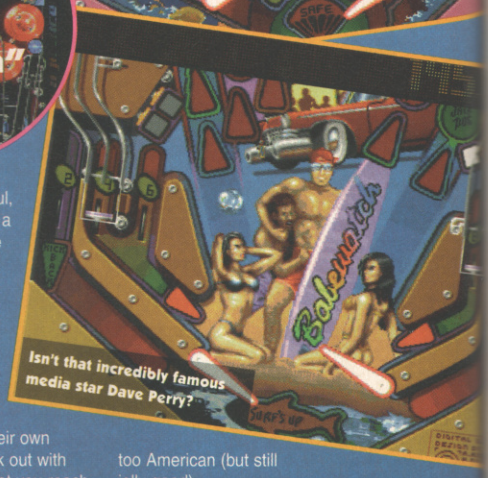
BABEWATCH

39

Although its name would normally earn its creators an AMIGA POWER knee-capping, this is Steve's favourite table, so that's okay. He likes its 'traditional', 1950s look, and doesn't seem to mind a bit that it centres on the antics of tedious unemployed Americans and keeps writing things like 'Excellent' and 'Woah' at the top of the screen. Amusements include chicken racing, where you drive towards the edge of a cliff, burgers, which you make bigger and bigger and then eat, a Beach Gym and a jukebox from which you can pick different tunes. The music, though, is of a psuedo-Beach Boys persuasion, complete with synthesised singing in harmony, and is thoroughly aggravating.

40 EXTREME SPORTS

And the third table is really good as well, despite having perhaps the worst music of the month. It's a kind of, oh, grunge heavy metal thrash, you'd probably call it, and will completely destroy your will to live within seconds unless you switch it off. The table, meanwhile, is based on dangerous sports like bungee jumping and rock climbing. (Golf isn't mentioned.) The animations at the top of the screen who you falling off cliffs and diving into the sea, and there's also a bit involving a goat. And a Maniac Skier Jackpot and a Super Iron Man Jackpot. Although this was the table we played the least, that was probably more to do with our personal musical tolerances than any inherent flaws in its design.

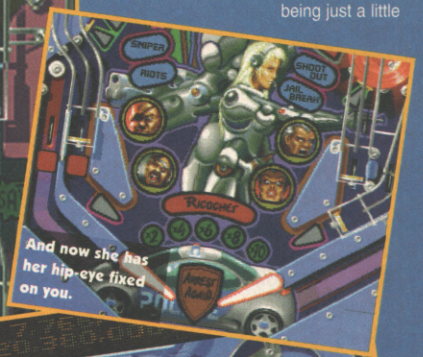


paintings and are tremendously colourful, although sometimes it can be a little hard to tell what's hittable and what's just background.

Really, though, it's *Pinball Dreams* all over again, just as *Pinball Fantasies* was. And, when you think about it, it's hard to see what else they could have done. Pinball games like *Dragon's Fury* on the Mega Drive do their own thing, adding baddies to knock out with the ball and bonus screens that you reach by knocking the ball into the right holes. But Digital Illusions have always aimed to recreate real-life pinball as accurately as possible, and they've managed just that with *Pinball Illusions*. Design-wise the tables are even closer to real ones than ever before, and there isn't a single duffer among them. The Law and Justice one is the best as far as I'm concerned (one of the reasons why you'll find a demo of it on our coverdisk), with the other two being just a little too American (but still jolly good).

Lights flash, things go ping and clack, and the ball zips around like there's no today, let alone tomorrow. The music is great, changing when you activate important features to heighten the drama. It's impossible to conceive of the Amiga getting any closer to playing pinball in a pub than this (at least, according to Steve and Jonathan, who do it all the time).

● *JONATHAN DAVIES*



UPPERS Table for table, the best pinball game on the Amiga. There's stuff going on all the time, with no dull 'dead ball' moments. The atmosphere and everything is perfect. And now it's got multiball.

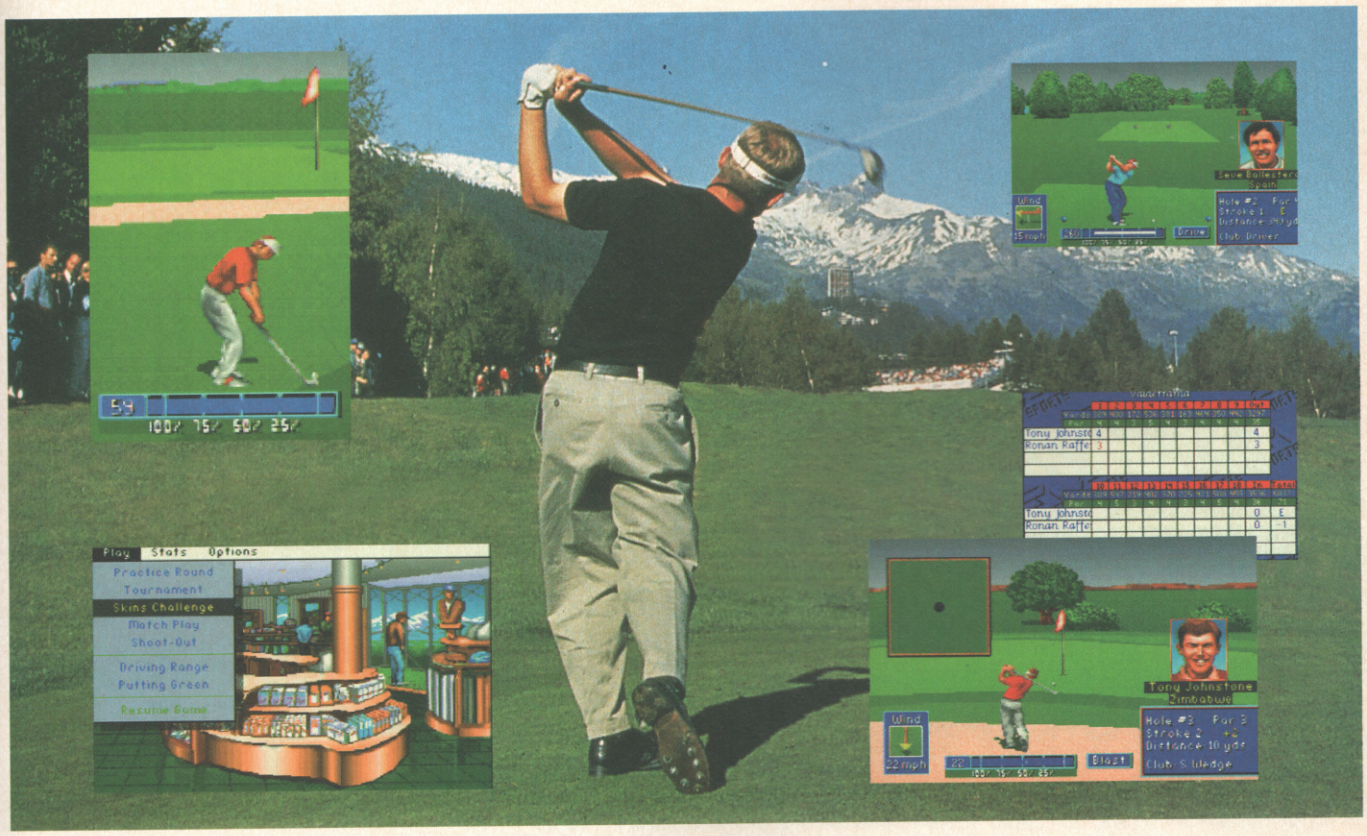
DOWNERS If you're used to four tables in these things, you'll inevitably be slightly disappointed. We hate the music on Extreme Sports. And really of course it's just *Dreams* and *Fantasies* again, with a couple of new gimmicks.

THE BOTTOM LINE

A tough call, in a way, with there being one less table. But the quality of the three we've got is compensation enough. After all, as Steve so wisely observes, would you mark a platform game down for having 60 levels rather than 80? No you would not.

89 PERCENT

PGA EUROPEAN TOUR



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GUA

Only in Australia would they name the he

Runs on: CD32
Publisher: Acid Software
Authors: Mark Sibly (programming), Hans Butler (graphics), Karl Stevens, Rick Jones and Phillip Blake (music)
Price: £29.99
Release: Out now

Here at AMIGA POWER, we don't tend to start off our reviews by copying out the game's plot, because a) everyone else does it, and b) game plots are an irrelevance. But *Guardian*'s is actually quite good. So here goes.

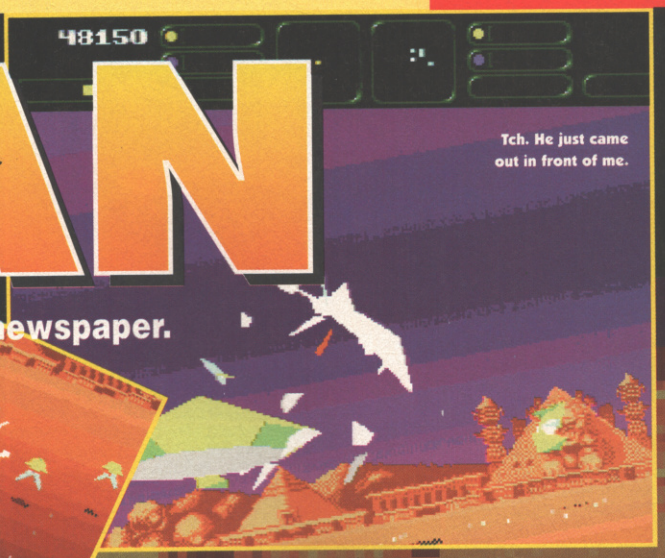
It's the future. A long, long time into the future, when the universe has reached the limit of its post-Big Bang expansion and begun to contract again. In fact, it's contracted so much that it's now no more than a few light years in diameter, and its surviving inhabitants are squabbling over what's left. You're a Guardian, and your job is to protect the remains of the human race from marauding aliens. Should you fail, humanity will be destroyed. But, of course, even if your succeed, everyone will be killed before too long anyway. Which means that ultimately you're fighting for the sheer heck of it, which is just the way games should be.

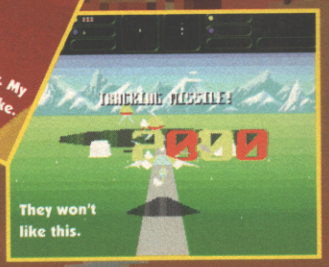
(The AMIGA POWER calculator reveals that, were the universe really to be "no more than a few light years in diameter", its density would be so great that it would collapse in on itself within a few picoseconds. But *Guardian* is a pretty fast-moving game, so that's okay.)

Guardian's been compared to *Starwing* on the SNES, a game which it superficially resembles. The ships are similar, the first level colours are identical, and you fly about in a similar manner. But apart from that, forget about *Starwing*.

RDIAN

heroic saviour of humanity after a liberal newspaper.





And think instead about a 3D version of *Defender*, which is what *Guardian* actually is. ('Defender'. 'Guardian'. See?) Instead of trying to kidnap people, the aliens bomb buildings on the ground, and there are power-ups and things. And you can't hyperspace. But apart from that, this is a 3D version of *Defender*, encompassing all *Defender*'s speed and intensity along with some terrific graphics and the overpowering sense of urgency that the plot adds.

FLIPPING

A typical game of *Guardian* will proceed as follows:

"Nya ha." (As you cunningly position yourself opposite the alien mothership as the game begins, wait impatiently for it to release a group of Dronoids – all of which need to be killed to complete a level – and then unleash one of your limited stock of smart bombs, destroying them all in a purple flash and a shower of polygons.)

"Waargh..." (As, while doing so, you fail to notice a pair of enemy fighters – Saracens, as we've dubbed them – lining up behind you, and unleashing a tirade of sharply-angular laser fire.)

"Phew." (As you stab at the accelerator and soar away, banking sharply to avoid a tree...)

"Gnuk." (...only to career straight into a building – not a smart move, as you're supposed to be protecting these, and the fewer remain at the end of the level, the fewer bonus points you'll get.)

"Tsk." (When you glance at your scanner, and spot a group of Dronoids in the distance, no doubt causing terrible damage to your cities.)

"Now then..." (As you close in on their position, your finger hovering above the fire button.)

"Gagh." (When, just as they come into view, a trio of Shadows flits across your path, giving you no option but to peel off from your attack and pursue them.)

"Pow." (As the first goes down.)

"Pow." (As the second goes down.)

"Yilp." (As you narrowly scrape past a large office block. But then...)

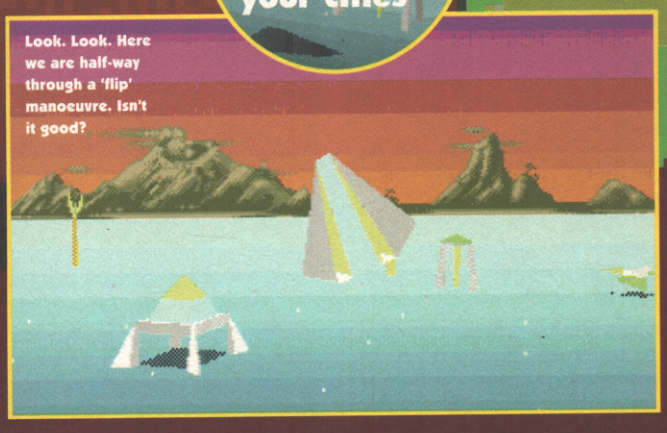
"Yes." (...as the final Shadow, hot on your tail, isn't so fortunate, clips the building with his wing and tumbles down to earth.)

"Grr." (As you turn to face the Dronoids again with renewed determination.)

"Dakka dakka dakka." (As your photon bolts tear into them, and shards of alien tumble to earth. And finally...)

"Hurrah." (When, with the last Dronoid destroyed, "Level 00.3 Complete" ➤

"Causing terrible damage to your cities"



THOSE WHOM YOU MUST SHOOT

Tragically, especially considering the great plot, *Guardian*'s creators only seem to have got as far as 'Dronoids' in naming the enemy ships. There isn't even an intro screen that lists them all, along with the points you get for killing them. TRUST AMIGA POWER TO RECTIFY THIS OVERSIGHT.

WOLF
These fighters are rubbish, but their ineptitude can often be your downfall when they crash into you.
150 points

SARACEN
Rather more worrying are these rather more skilled ones. They tend to fall for the old 'flip' trick, though.
250 points

SHADOW
The most terrifying enemies we've so far come across are these TIE fighter-style ones, which stick to you like glue.
500 points

TROJAN
Although, having said that, these flying saucers are even worse. They run rings around you.
300 points

PANTHER
Actually, 'Dronoid' is a bit of a crap name, so let's call them Panthers instead. You've got to destroy all these to complete a level.
250 points

NIGHTSHADE
These tanks run up and down the roads on the first level. They're fairly easy to pick off.
500 points

JET
The watery levels are patrolled by these small boats who, needless to say, fire at you.
500 points

And there are lots of other ones as well, obviously.

Shoot them as they come out of the mothership. That's the best way.

Well if that's your attitude.

appears on the screen and your ships turns and points skywards, the victory music playing in the background.)

It really is that exciting. And all that was without even considering the 'flip' control, inherited from *Defender*, which is perhaps the greatest single feature of any Amiga game ever.

HECK

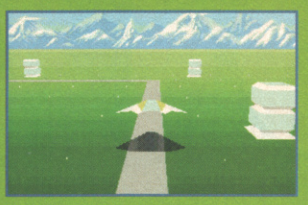
Picture the scene. You're zooming along the ground at top speed, weaving in and out of trees and closing in on the last Dronoid on the level. Suddenly you're aware of laser bolts zipping past your ear. You bank sharply, but the bandits are hard on your tail, matching your speed pixel for pixel. Lasers are tearing into your shields, and there's a group of buildings ahead blocking your path. Death seems certain.

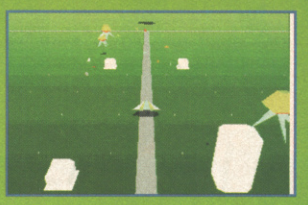
But! With a swift stab at the green button, your ship performs a neat half-somersault and roll, and ends up facing in the opposite direction, still skidding backwards. You hammer the fire button and watch as one, two, three enemy ships erupt into a cloud of polygons. Twisting your lip in satisfaction, you blip the accelerator to prevent your ship from sliding backwards into the buildings, and soar off in pursuit of your primary target.

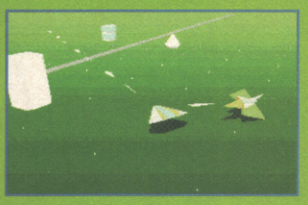
Even after the hundredth time, it's still great.

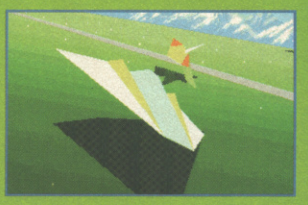
The graphics, meanwhile, are spot-on – not as intricate as *Starwing's*, but perhaps a little smoother-moving. They seem to make use of that special chip in the CD32, too, for the horizon and things, which presumably makes an A1200 version unlikely (although Acid claim to be looking into the possibility). The sound effects are fine, if largely drowned out by the rock soundtrack (a little 1970s disco music would have made all the difference). In fact, the only possible flaw we could find in *Guardian* is that the power-ups are ludicrously difficult to pick up – you've got to fly directly through the middle of them – which is a shame as it really spices things up once you've got a homing missile or dual laser.

TURN AND BURN

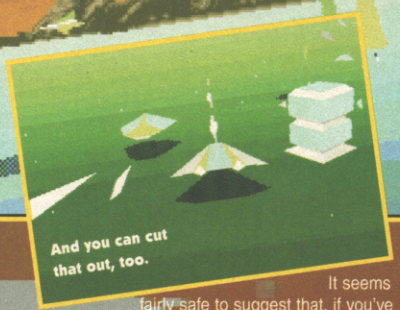

The standard from-behind view.


The from-a-bit-further-back view – good for spotting baddies creeping up from behind. Which they do.


The next-to-useless from-a-funny-angle view.


The worthless from-in-front-view. Aarghh.

Unfortunately you must be removed from the sky.


And you can cut that out, too.

"Death seems certain"

SHOOTER

For the ultimate proof of *Guardian's* greatness, look to the AMIGA POWER *Guardian* High Score competition. We've wasted hours trying to out-do each other and knock our most deadly foes off the bottom of the high score table, something we wouldn't normally bother with. We've even been playing in the take-it-in-turns two-player mode, for heaven's sake.

It seems fairly safe to suggest that, if you've got a CD32, you buy a copy of *Guardian*. And if you haven't, this could be the game to push you over the precipice. No. Down the slippery slope. No. Er. The CD32's equivalent of *Sonic*. Or whatever.

● *JONATHAN DAVIES*

UPPERS Fast. Intense. Superb graphics and sound and everything. Incredibly hard, and gets tougher the further you get.

DOWNERS The power-ups are a bit too hard to pick up.

THE BOTTOM LINE

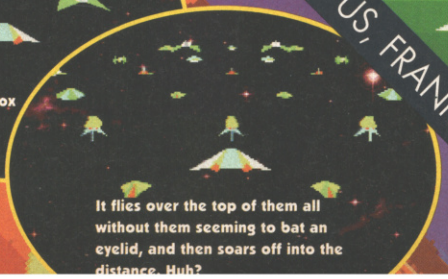
A faultless evolution of *Defender* into three dimensions, and one of the meanest, toughest games we've played for a long time. Unlike *Starwing*, this has been designed as something to play, only coincidentally doubling up as a great showcase for the CD32.

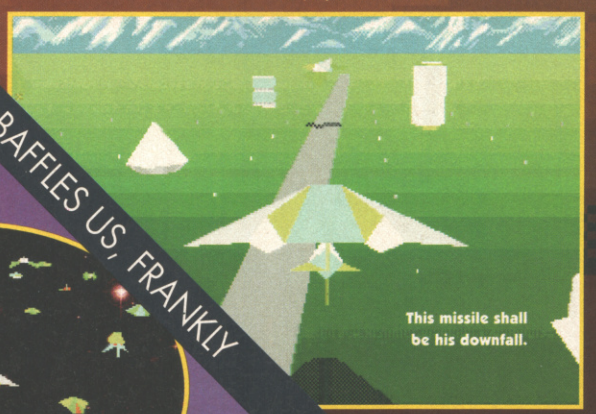
90 PERCENT

HUH? THE INTRO SEQUENCE BAFFLES US, FRANKLY

Your spaceship zooms into view, pursued by three enemies.

It shoots one of them, but then runs into a huge formation of approx 3,000 baddies.


It flies over the top of them all without them seeming to bat an eyelid, and then soars off into the distance. Huh?


This missile shall be his downfall.

Sega 32X

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Jaguar AVP

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Ultra 64 Coin Op

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Ridge Racer 2

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Inferno

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Doom II

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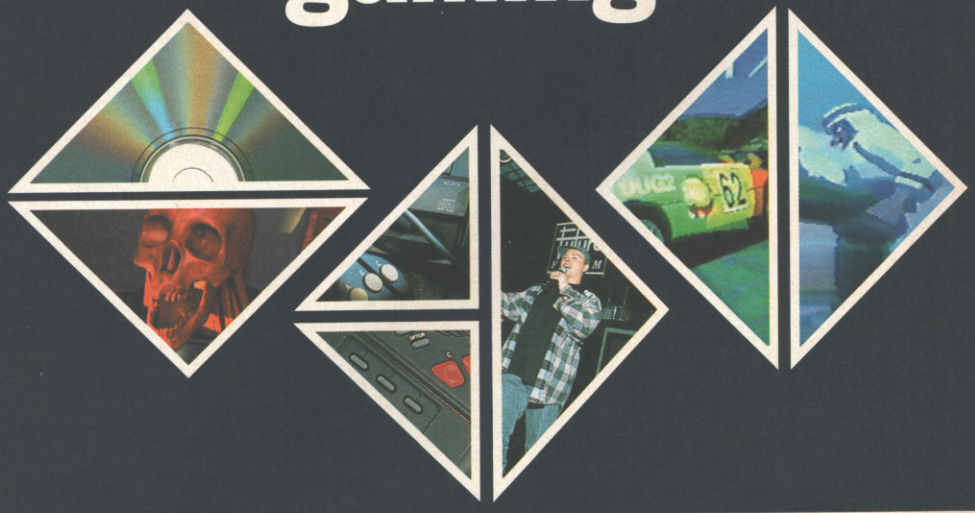

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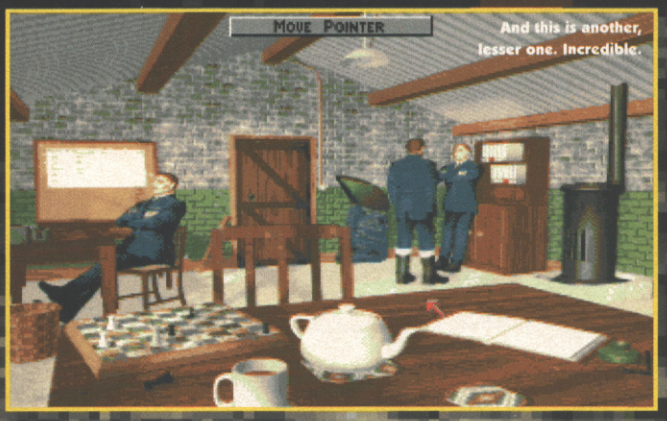
Unbelievably, this is the main menu.



And this is another, lesser one. Incredible.

OVERLORD

Runs on: A500, A600, A1200
Publisher: Virgin
Authors: Rowan
Price: £30
Release: November

Flight sims are, on the whole, great. But, no matter how authentic their performance envelopes, how detailed the scenery, and how many little dials and knobs there are on the instrument panel, they all tend to suffer from the same problem. Whereas in a real plane you view the world through a bubble-shaped canopy, allowing you to see what's above and to the sides of you simply by moving your head about, in a flight sim you've just got a rectangular window in front of you. It's a bit like you're looking out of a porthole the whole time, or you've contacted a rare tropical disease that's left you with tunnel vision and a stiff neck.

DRESDEN

This is fine if enemy planes are obliging enough to fly along in a straight line in front of you while you shoot at them. But, the human survival instinct being what it is, they tend to start swerving about as soon as they see bullets flying past their ears. And pretty soon they've disappeared off the side of the screen. Recalling the stuff about Yo-Yos and Scissors you read in the manual, you bank your plane over and head off in pursuit. But – oh no – he's turned again and is going in the opposite direction. If only you'd been able to turn your head a bit you'd have known.

Your prey flits briefly across the screen, you roll the plane over again to follow him, but it's too late. While you've being slewing drunkenly across the sky, he's got behind you and the game is up.

Most flight sims, *Overlord* included, make an attempt to solve the problem by offering you views to the left and right, selected by pressing keys. But the last thing you want to be doing in an intense combat situation is fumbling around with the keys, disorientating yourself by flipping the view through 90° all over the place.

BERLIN

So what Rowan have done with *Overlord* is introduce a view they call 'inside combat lock'. When you're flying along behind a plane, you look forward out of the cockpit as normal. But as soon as the enemy starts to turn and disappear from view, you can press the Backspace key. The view then swings smoothly round in 3D keeping the baddy in the centre of the screen, just as if you're turning your head to follow him.

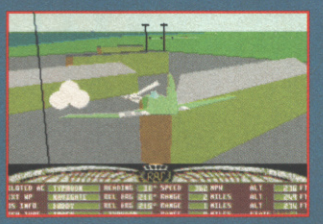
Big arrows on the windows make sure you know which way you're flying, and if you start to get confused it's pretty easy to flip back to the ordinary view. I'm not sure that the system works quite as well as it does on the PC version, whose more detailed graphics give you extra visual clues that prevent you from getting lost, but it's still a great thing to have.

Apart from that, *Overlord* is pretty much a standard flight sim treatment of Operation Overlord, the D-Day landings. You get a choice of three planes to fly – the Spitfire, the Mustang and the Typhoon. The Spitfire's best in close combat, while the Mustang's got a longer range, and the Typhoon carries rockets for attacking trains and ships. You're based at RAF Tangmere, and your missions involve popping across the channel to stir up trouble in occupied France.

Initially it's not the most impressive-looking of games. It draws on that old flight sim cliche of dressing up all the options screens as roughly-hewn scenes from military life, with you clicking on doors and maps on the wall to jump to briefings and things. Please could we all stop doing this? It takes ages to work out what does what, it's easy to overlook important options, and the contrast between the 3D flying sequences and the flat, badly-drawn world back at base is jarring.

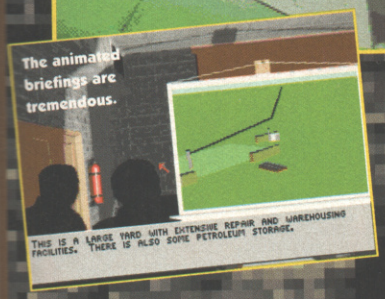
And then, once you're up in the air, *Overlord* doesn't exactly grab you as a thrilling step forward for Amiga polyon graphics. The power-hungry texture-mapping of the PC version has had to go, and there isn't even a graduated horizon.

CHOOSE ONE OF THESE

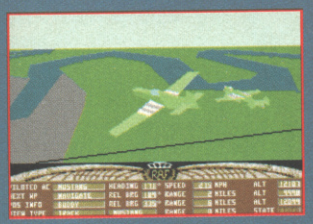

The mighty Typhoon excels at air-to-ground rocket attacks. Use it to destroy trains or, as in this picture, factories producing children's clothing and soft cheeses for the German war effort. Then watch the smoke rising.

The mighty Spitfire, seen here challenging a formation of Heinkel 111 bombers, is your best bet for dogfighting at close quarters. Its elliptical wings strike terror into the hearts of more senstitive Germans.

The pictures look even scarier on a PC. They're rendered.



The animated briefings are tremendous.



The mighty Mustang is actually of American origin, but is powered by a Rolls Royce engine, so that's okay. And in actual fact, all these planes look pretty similar in Overlord. You've really got to examine them quite closely.

But it does move smoothly, especially on a 1200, and once you've flown around for a bit you'll begin to appreciate the care that's gone into assembling a replica of 1940s France. The ports along the coast are actually port-shaped, with harbour walls and everything, and the towns around them are, er, town-shaped (rather than just being generic squares like you usually get). Big cities have lots of roads and railways coming out of them, trains have carriages, radar stations have gun emplacements defending them, and targets fall to pieces and let off huge plumes of smoke when you blow them up.

LONDON

The planes look good, too, with invasion stripes on the allied ones assisting identification, and Swastikas on the wings of the German ones. And they leave smoke trails behind them when they get shot down. The only slight snag here is that there aren't many different sorts – aside from the three you can control, there are Me109s, Fw190s, Ju88s, He111s and B-25s, and that's it. Aerial combat can therefore get a bit samey, but it doesn't matter too much when attacking ground targets is so satisfying.

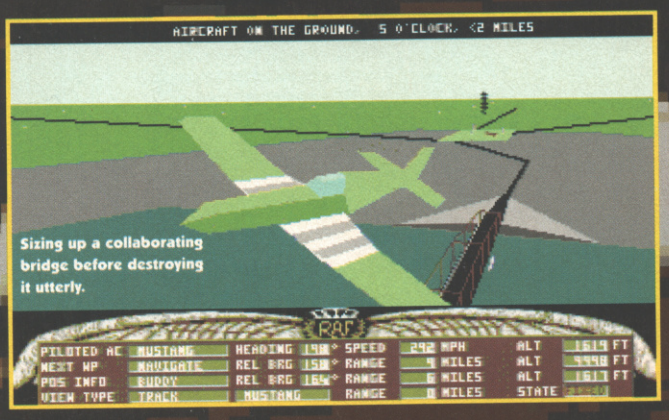
And to examine it all, you've got what probably add up to more viewing options than every other flight sim put together. In the World. Through various combinations of the function keys, the number keys and Control and Alt and things, you can get views of just about everything in the game from every conceivable angle. You can watch your bombs as they drop on buildings, and arrange it so that, if you shoot down any planes, the view switches to them. You can do anything you like, although the enormous number of keys involved can be intensely confusing.

So *Overlord*'s got a great environment to fly around in, but does it work as a game as well? Undoubtedly. Tedious things like take-off and landing are optional, and long flights can be cut down using a time compression option, so you're always in the thick of it. The missions are varied, with you able to switch between aircraft-types (and hence mission styles) at will. You've got three lives, represented by three pilots, and amusingly you can make them switch places with pilots in other planes during combat – for example, if you're about to hit the ground.

Heck, *Overlord* even runs perfectly happily on an A600 off floppies, although a second disk drive saves quite a bit of swapping between missions.

With Rowan's other new game, the WW1-based *Dawn Patrol*, due from Empire next month, along with *TFX* from Ocean, pretty soon you'll be able to buy swish new games encompassing the whole of aviation history. If you've got enough money.

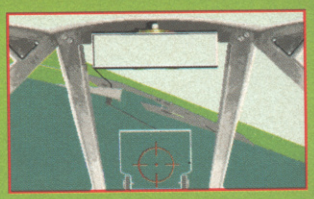
● *JONATHAN DAVIES*



Sizing up a collaborating bridge before destroying it utterly.

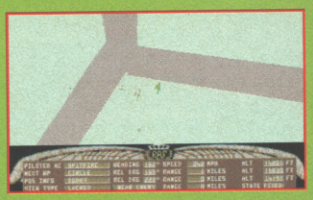
WHO? WHAT? WHERE?

You're crossing the French coast, and your radio is buzzing with reports of nearby German planes. "Bandits at 3 o'clock!" That sort of thing.

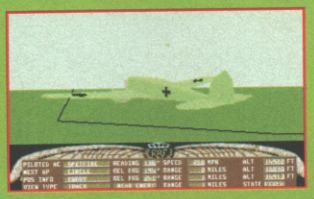


Back inside the cockpit again – but where's he gone? Aaarghh. Surely Douglas 'Stumpy' Bader never used to have this problem.

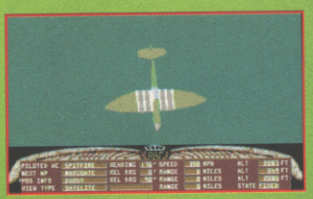
But where are they? You can't see much out of the cockpit like this, so you cut to a chase view. Hmm. A nice view of Calais, but where's Jerry?



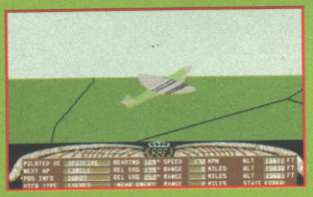
But of course! *Overlord*'s special inside combat lock shows Fritz and his chums to be to the right, and above your head. If we can just turn around a bit...



Well, the tracking view reveals him to be a Heinkel 111, ripe for the kill. But where is he? Which direction should we be shooting in?



...or maybe show a nice picture of your plane flying over the sea instead. Note the distinctive shape of the Spitfire's wings. And the invasion stripes.



This exterior tracking view has the answer. It holds your Spitfire in view while keeping the enemy plane in the middle of the screen behind it.

UPPERS Accessible and action-packed, but with plenty of frills for connoisseurs to investigate. Neat graphics. Big explosions. And more views than, er, somewhere like the Lake District, maybe.

DOWNERS Hackneyed between-mission screens. Not very many different sorts of planes. Compare it with the PC version at your peril.

THE BOTTOM LINE

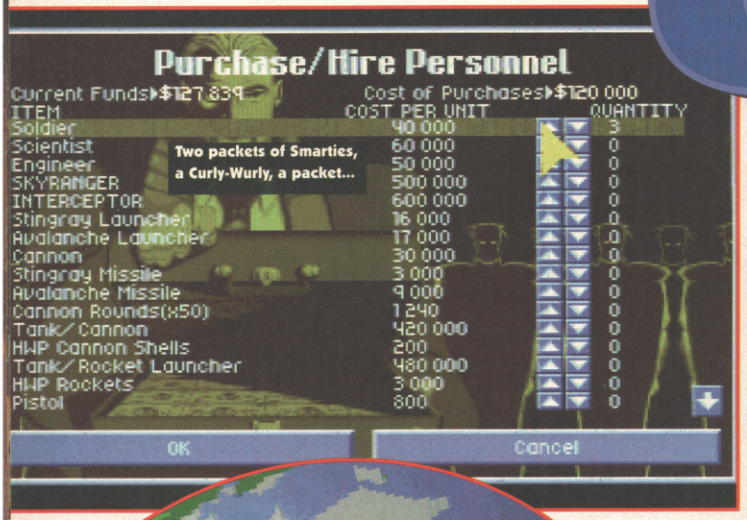
WW2 is in many ways the ideal flight sim scenario. It hasn't got the fun-destroying guided missiles of the modern era, and, unlike WW1, your plane goes quite fast and doesn't keep stalling. *Overlord* captures all that, and has lots of views. Lots and lots.

88 PERCENT

THE BOTTOM LINE

A1200 The screen updates significantly faster on a 1200, and it's safe to turn all the detail and colour settings up to maximum. Other than that it's the same game.

UFO



Following on the wave of X-Files hysteria sweeping the nation...

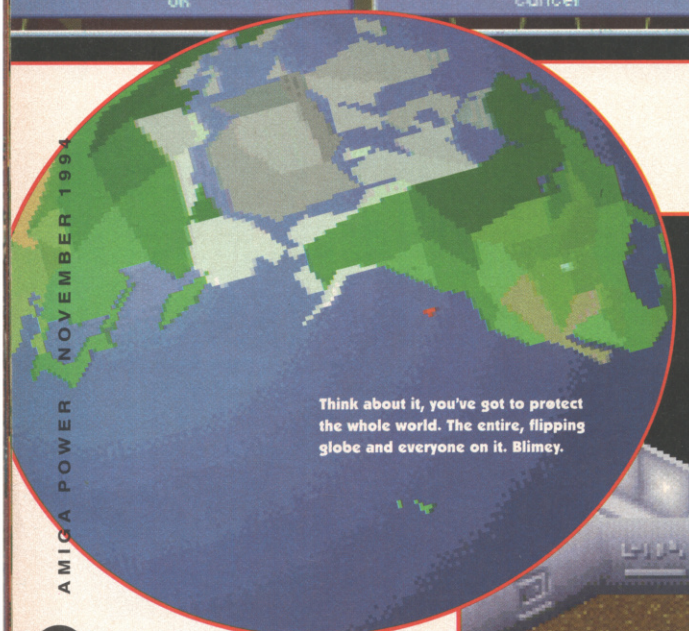
Game: UFO
Runs on: A1200
Publisher: Microprose
Author: Mythos Games Ltd
Price: £35
Release: Out now

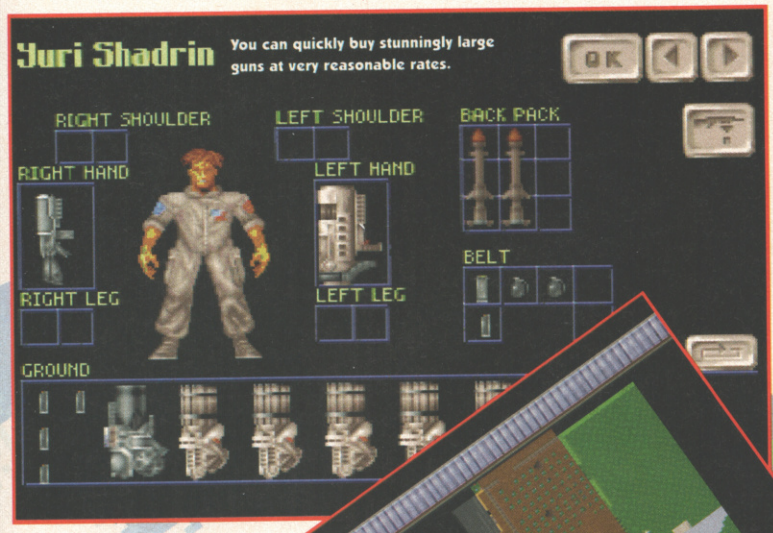
They may have come from beyond the galaxy to terrorise the unwary (and in most cases, incredibly stupid) population, they may have technology far surpassing ours, they may be all warty and brown and smell a bit, but they're not fooling anyone. The game's called *UFO*, but it's nothing more than another reworking of that cranky old game *Laser Squad*. People of the world – rejoice!

Julian and Nick, the brothers Gollop, wrote *Laser Squad* back in the days when they called themselves Target and then sold it under the name of *Blade*. Now (in their ongoing bid to foil the sinister attentions of the Treasury, Josef Mengele's illegitimate son AND certain splinter groups of Hezbollah, Party of God) they've written *UFO* under the nom de plume of Mythos Games Ltd. But even though they've been rattling through the names at a fast enough pace they're still writing the same game – though with a bit of a story this time.

SHOCKER

It's the near future (as it is so often) and to try to meet the threat of rampaging alien invaders, the





Extraterrestrial Combat Unit (XCOM) *(Surely ECU? – Ed)* has been given permission to violate any country's airspace and shoot down any UFOs they can find. The idea's ultimately to rid Earth of these villains' horrid alien nastiness by developing a ring of defensive bases around the world, but that'll take you a long, long time.

You start the game at the birth of the XCOM organisation, with a single base, a few personnel, minimal stores and a couple of planes. The manual runs a really friendly tutorial section, but the game's easy enough to get into anyway as long as you're aware of your aims. The base section of the game presents you with enough stat screens to make even the most complex footy management sim green with envy, and it's this section that separates *UFO* from the previous 'stand up and fight' versions of *Laser Squad*. (Or *Rebelstar Raiders* to trace the game's history right back and impress everyone with our mighty powers.)

After each successful combat mission, you return with alien artefacts and weapons which you can then disassemble, examine and ultimately manufacture. In this way your firepower grows, while at the same time you get paid more and more by countries grateful for your protection. So you build more bases, recruit more staff, down more UFOs and eventually make the world a safer place to live in. That's the plan at least.

"Certain splinter groups of Hezbollah"

SECRETED RESIN

Pointing and clicking your way through various menus, you can add new sections to the base, order and pay for new equipment (from hand grenades to interceptor jet fighters) and look up stats on all your curiously-named staff. There's something about near-future games that assumes everyone will be called Ludquist Svenson or Amall Traventi rather than Paul Greenwood or Billy Brown. Explanations on postcards would be most welcome. *(It's a tradition with Gollop games. They started off naming their characters quite sensibly, experimented predictably with people from SF books, and then settled on really stupid names. Actually. – Ed)*

When you finally spot a UFO, you scramble an interceptor, but unfortunately, the air tracking/air combat part of the game's no fun at all. A small radar screen pops up and gives you the option of engaging the UFO at extreme range, or whooshing in and giving it everything you've got. Either way, it's a bit of a lottery as to who wins.

GOTCHA

If you get them before they get you, you're all ready for phase three of the game – the *Laser Squad* bit. You pack up to eight soldiers in a transport plane, zoom them straight over to the crash site in a powerful transporter plane, and then send them out with as much equipment as either they can carry or you can afford. It's bug hunt time.

For those of you unfamiliar with *Laser Squad* (and therefore clinging to the thread of this review by the tips of your fingers) the system works like this. The game takes place in turns. A turn is split into movement points, and these are soaked up by your actions. If you walk, that's a few points gone, if you kneel down or turn around, that's a few more. Firing from the hip takes less points than an aimed shot (but is less accurate), and if you use up all the action points in that soldier's turn they're completely at the mercy of the aliens. However, if you save enough to shoot back, you can tell your soldier to fire at any aliens moving across his (or her, this is a near-future scenario after all) line of sight. This line of sight rule determines how much of the playing area you can see. Most of the level stays black until your squad's had a look around, and even then buildings and trees cast shadows behind them. Also, if a soldier's got his back to an alien, they won't appear on the screen until the soldier turns around.

DESTROY THEM

This section falls down on two counts. There's something not quite right with the line of sight rules, especially when a soldier's on a higher level than the target. Quite often you'll be on a rooftop with a clear view of the area below, but (obviously wrongly) be told you can't see an alien standing out in the open. Also (and I'll admit this is a personal 'games versus reality' type argument) when a soldier moves past a window, an alien can shoot and kill him as he flashes by – even though the alien would have had no chance to acquire the target. *("Recognise there's someone there and identify them as an enemy soldier." – Ed)*

The second (and more important) gripe is time. When it comes to the aliens' turn, you have to sit there and wait for ages while the computer moves them around. I clocked up over six minutes between moves on a particularly hectic level. The A1200 version of *Sabre Team* (also a *Laser Squad* clone, fact fans) *(Though not by the Gollops, further fact fans. – Ed)* managed to pack all of this baddie-moving down to a few seconds, so what went wrong here? Equally annoying is the high frequency of disk swapping you have to endure. It hampers your enjoyment hugely, and raises suspicion that the game's intended for hard disk owners only, because the floppy option really does provide only a second-rate version of the game.

BUT

UFO's still great though. (As long as you play it from a hard drive that is.) The missions pop up randomly so you don't get bored when you play it again, new weapons increase your firepower to match the aliens', it's incredibly tense and exciting, and if you mess up badly you get trounced. Just like real life. (But probably without the alien invasion motif.)

● ***CAM WINSTANLEY***

UPPERS Enough game to keep you going for ages. The combat scenes are tense and thought-provoking and the management screens are kept to a minimum. Also, we all saw Pulp Fiction this month, ages before its general release, and we're hugely smug about it.

DOWNERS Tool of the devil muzak (that's blissfully missing from the combat missions) and disk swapping to match. The computer takes too long to think about the moves.

THE BOTTOM LINE

It's *Laser Squad* meets *Premier Manager* and it works, adding depth to a battle-tested game genre. The tedious disk accessing breaks the game up terribly though, so non-hard drive owners be forewarned.

PLAYING FROM DISKS: 75 PERCENT

HARD DRIVE INSTALLED 85 PERCENT

THE BOTTOM LINE

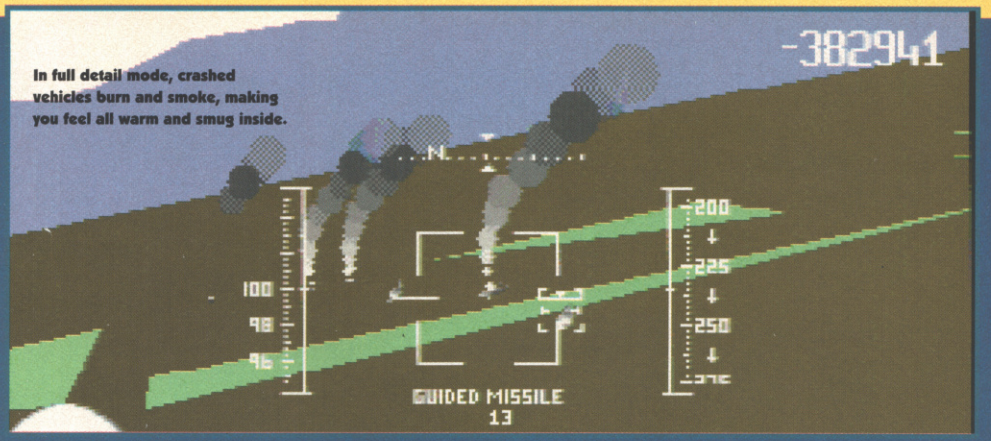
A500 There's probably going to be a 500 version, but it's obviously going to be far slower than this one. Hmmm. We'll let you know.

50

Bunkers don't shoot back. Bunkers blow up easily. Bunkers can't run or hide. Bunkers are your friends.

All this talk of babies

In full detail mode, crashed vehicles burn and smoke, making you feel all warm and smug inside.



has been making the art staff nervous.

EMBRYO

Game: Embryo
Runs on: A500, A600, A1200
Publisher: Black Legend
Author: Black Legend Croteam
Price: TBA
Release: October

Look around your workplace or classroom and see if anyone fits this description. There's a type of person, inevitably male, whom everybody hates. They say he's sexist, they say he's arrogant and always trying to be the centre of attention. You hear the stories and you wonder how awful a human being can actually be.

EGG

Then when you meet him face to face, he turns out to be okay. You chat about what was on TV last night or how you both fancy that new girl from accounts, and then you go on your separate ways with you wondering why everyone's got it in for the poor guy.

Until you meet him in a social capacity. You're in a packed *('Youth club or sports hall' – Ed)* necking back *('Glasses of orange juice' – Ed)* and he starts off, blah, blah, blah, misinformed twaddle, yakkity yak, biased viewpoint, blahdy-blah. He's got an audience to show his ignorance to, never backing down from an argument or admitting he's wrong, being generally loud and tedious.

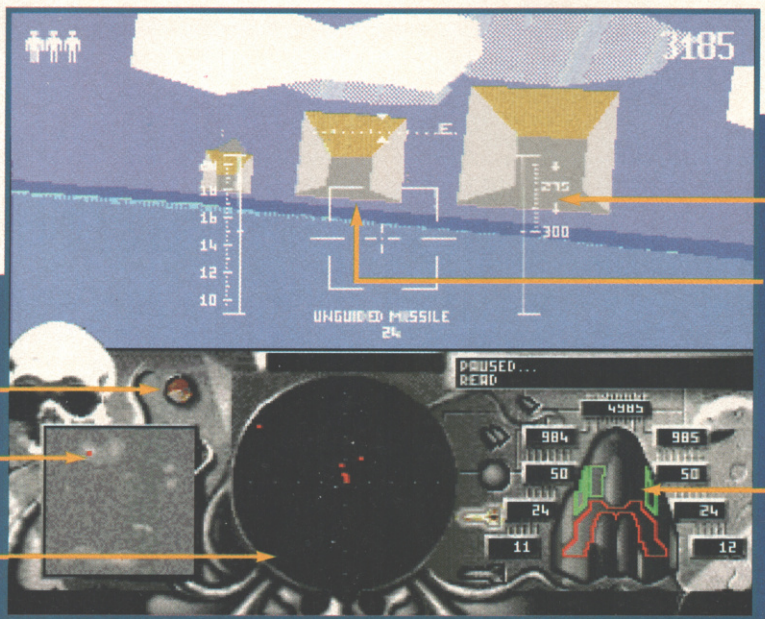
Everyone hates him, and after an hour of uninformed, xenophobic waffle, so do you. He's hell's co-worker, he's the nice guy who tries his hardest to be a total cretin. Which, by way of neat introduction, sums up *Embryo* quite nicely too.

Embryo should be a great game and (given a hearty shakedown) could still be, but this version sucks. The game engine's fast and flowing, the idea's good (so good in fact, it's also used in *Guardian*, reviewed on page 40) and the control systems (mouse, joystick and keyboard) all work great. You can even serial link two Amigas and fly against a friend, which is always a Good Thing.

It's just that, as a game, it sucks. The 20 game levels are linked by an endless stream of poorly-written drivel cranking out the tired old 'bad aliens vs good humans' story. It's low-quality 1950s SF of the pulpiest form, and not really helped by the programmers hailing from Croatia, and therefore producing crappy pseudo-atmospheric 15th-rate Isaac Asimov stories in a language that clearly isn't their mother tongue. All you need to know is that you've got to shoot things without getting killed, so why couldn't they just have said that?

PLACENTA

Like I said, you can choose your control method. I favour the mouse which lets you control your plane easily while at the same time keeping your guns and speed under control. Holding the right mouse button down adjusts your speed whereas a single click toggles through your weapons and



This shows your speed, in this case 300mph backwards. That's what happens when missiles strike you head on. Bah.

These helicopters are the cause of your rapid backwardness. Blissfully though, they're one of the few baddies that crash after only a few hits.

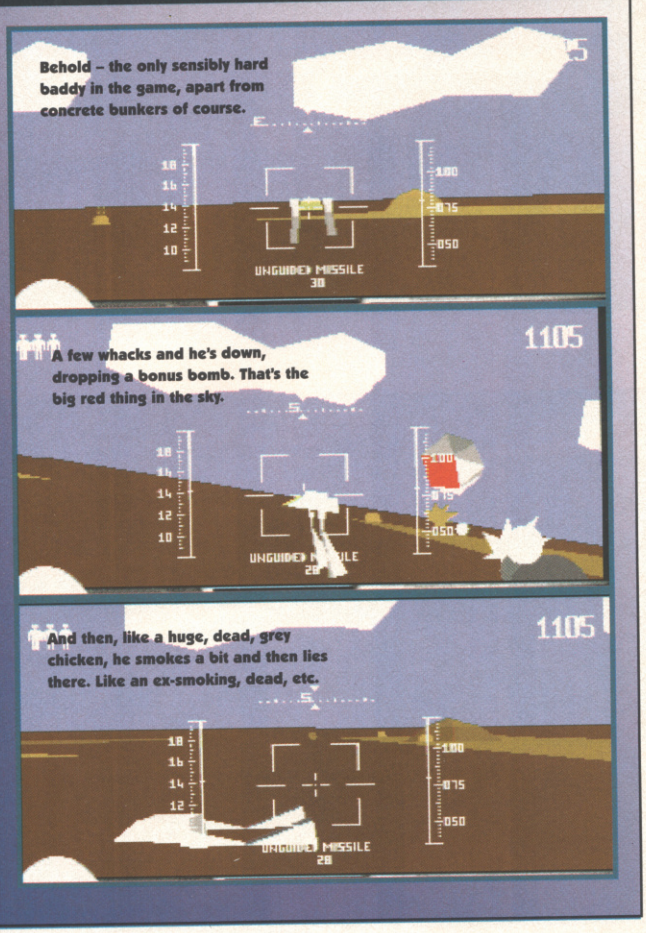
This curiously weeny scanner shows which direction the target is. It features a cute effect a bit like swirling coffee.

The map shows your target. Not that you've got a hope in hell of reaching it in one piece.

The short range scanner shows loads of enemy air activity. In other words, you're doomed.

Weapon stores are shown in numbers, mild damage in green and severe damage in red. Typically you go green after a few minutes of starting the game. Then red. Then dead.

RAMBLING HOLIDAYS



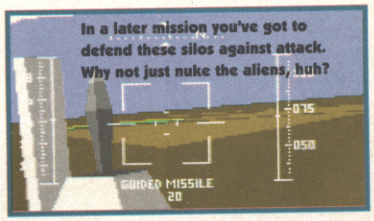
the left button fires. Simple, easy to get into, nice. The game betrays its flight sim origins by having left, right and rear views on the function keys, but I've yet to find a use for them and sadly, there isn't an external view of your ship, so you're never sure what your plane looks like. It might be sleek and cool, it might look like a 2CV. You just don't know.

BUT BECAUSE

So. Everything's great so far, and it continues to look rosy as you start the game proper. After a brief zoom over the polygon landscape, you inevitably bump into a few baddies and get shooting. The walkers are the best, not just because they look good, but because when you blast them, they collapse forwards and lie there like dead chickens, columns of smoke rising from their shattered frames. *(As tends to happen with dead chickens. – Ed)* It's ever so satisfying. The helicopters come apart and release bonuses quite easily too, so after a few minutes' flying around, you've usually picked up quite a few power-ups – reloads, double missiles, better machine-guns, that sort of thing. And you need them.

Even in these early confrontations, the one thing that stands out is the obvious need for bigger weapons. No, that's not quite right: the obvious need is for weaker opponents. Picking out some stragglers at the edge of the enemy's area of operation, I stopped and tested my weapons against various enemies. Tanks take 12 seconds of continual machine-gun fire to destroy, bunkers a more credible four. Even accounting for near-misses, gun turrets take around a dozen hits from rockets or energy balls before they blow. (Admittedly, if you use guided missiles which seek out the weak points, you only need four or so, but then of course you run out of your best missiles early on.) Quite clearly, that's far too much to have to do to kill something, and this is the root of *Embryo*'s problems. Problems that combine and interleave to create more problems, which in turn spawn yet more. Join me on my terrifying spiralling descent into gameplay hell. No, I insist.

Because it takes so long to destroy each target, you've got to slow right down to give you time to shoot it over and over again (and that's slow *right* down – even if you're bumbling along, you often have to turn around and make a second pass at the target.) Unfortunately, since you're going slow, you're basically a sitting target.



FOETUS

Because it takes so long to destroy each target, and the best way of hitting them is to sit there and spray them with bullets which makes you a sitting duck, you get hit. And when you get hit, the impact flings you backwards for miles.

Because it takes so long to destroy each target, and the best way of hitting them is to sit there and spray them which makes you a sitting duck, and you get hit and flung backwards for miles, you haven't a hope of getting to the main objective unless you ignore everything and plunge straight in. But if you plunge straight in you get killed, because you need to destroy stragglers in order to get enough power-ups to stand any chance at all. And because it takes so long to destroy each target, your energy levels get pummelled. And you can't plunge straight in anyway, because if you fly fast you pass things before you can shoot them.

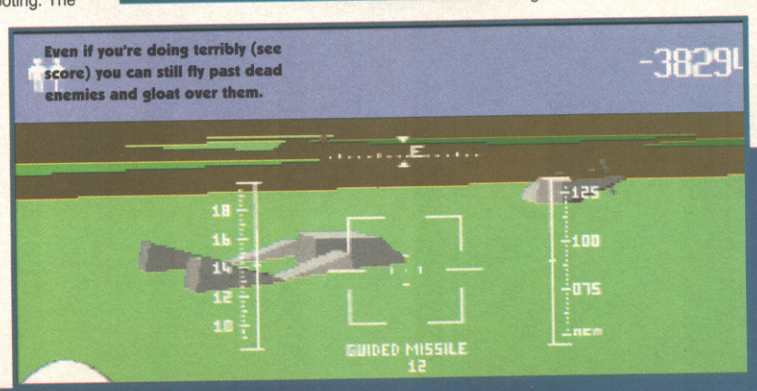
Because it takes so long to destroy each target, and the best way of hitting them is to sit there and spray them which makes you a sitting duck, and you get hit and flung backwards for miles, and picking off stragglers to obtain power-ups means your energy levels get pummelled, the main objective is always a hell-storm of enemy activity. You can't pick off the edges of the defence because if you stop, enemy planes will hit you and knock you into the middle. If you go fast to avoid the fire you can't hit anything but if you go slow you get shot up and die. If by some messianic feat of gameplaying you manage to get all the power-ups you need, getting shot now damages your weapons rather than damaging your ship. But once your weapons get damaged you have to replace them, because you can't repair them. But you can't replace them, because to replace them you have to destroy a target to collect its power-up, and you can't destroy the target because your weapons are damaged.

Bugger.

The bottom line is that it's TOO HARD, which makes you wonder what sort of games playing demi-gods playtested it. The walkers and helicopters are fun because they drop when you pop them, whereas the turrets are complete duffers because they take forever to smash up. If they just knocked down the hit points on the enemies, it'd be a fast and fun game (that's almost (but not quite) like *Guardian*), and heading into the enemy base would be frantic and exciting. But they haven't. And it isn't. Which is a great shame.

● *CAM WINSTANLEY*

"Twaddle, yakkity yak, biased viewpoint"



UPPERS Smooth graphics, good 3D modelling and fantastic sound. The rockets in particular whoosh away superbly on all four audio tracks.

DOWNERS Rock-hard enemies smashing you up whatever you do, completely ruining any enjoyment, overwhelming every attack and thwarting any attempt to come out on top.

THE BOTTOM LINE

If they ever bring out *Embryo 2*, it should be fab, and could well be hailed as the Amiga version of *Guardian*. This is a game spoiled (I'd imagine) by being playtested by the programmers who are oblivious to its stupid level of difficulty.

62 PERCENT

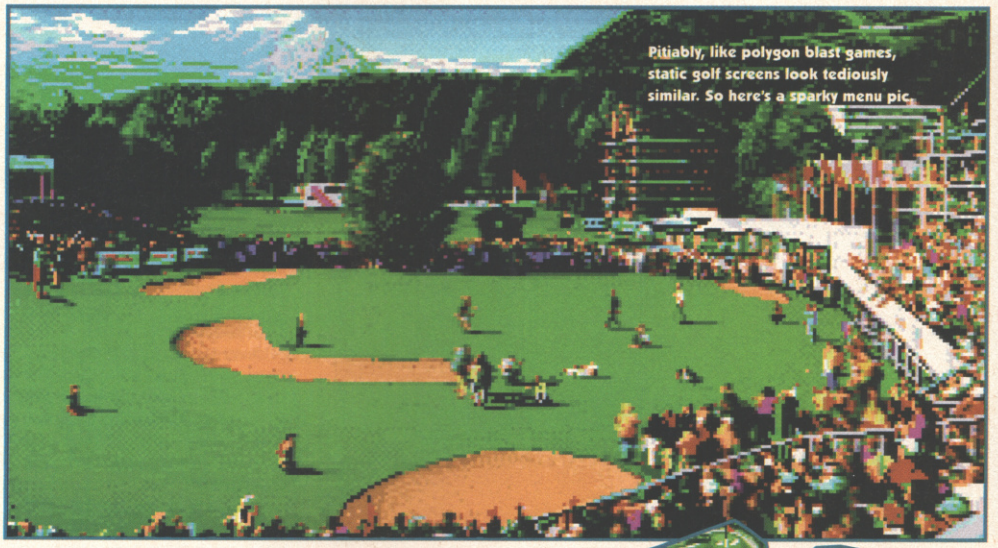
THE BOTTOM LINE

A1200 Faster processing allows more ground detail, missile smoke and so on and the game still runs faster. The smooth running goes to show you what a missed opportunity this game is.

70 PERCENT

PGA EUROPEAN

Game: PGA European Tour
Runs on: A1200
Publisher: Ocean
Authors: The Dome
Price: £28
Release: Out now



This is how I would improve computer golf. The players would be Tony Curtis and Terry-Thomas. Tony Curtis would have to play fairly, but would be really good at the game, and Terry-Thomas would be terrible, but have an armoury of dirty tricks. For example, his club would be electrically-powered, with this gizmo on the head that shot a hidden golf ball out at supersonic speed when he swung at the decoy ball on the tee. Or Eric Sykes would be waiting in the rough, and when Terry-Thomas made a bad shot, Eric Sykes would hurl another ball out on to the green. Or even Terry-Thomas would have some sort of air gun concealed in his club, and when Tony Curtis was taking his shot Terry-Thomas would see him through a target, and would have to try to hit him with a tranquiliser dart to make him miss. It would be great.

In the meantime, here's *PGA European Tour.* It doesn't have Terry-Thomas in it, or even Tony Curtis or Eric Sykes. It does have some 'real' players dispensing 'useful' 'advice' like, "Don't ignore the bunkers," and "Aim for the green." It also has polite applause emanating from nowhere at all when you make a good shot, and deliberately unexcitable players, and it's the best golf game ever in the history of all things.

At least, that's what I've been told to say. Golf, it seems, of the computer kind at least, is extremely popular in these parts. Never having played a game before, and therefore obviously being very stupid, I was surrounded by golf fans throughout the reviewing experience. Which went exactly like this.

CLUB

Golf Fan 1 (Steve The Prod Ed): Look at that. It's got real players in it. You can play against real people.

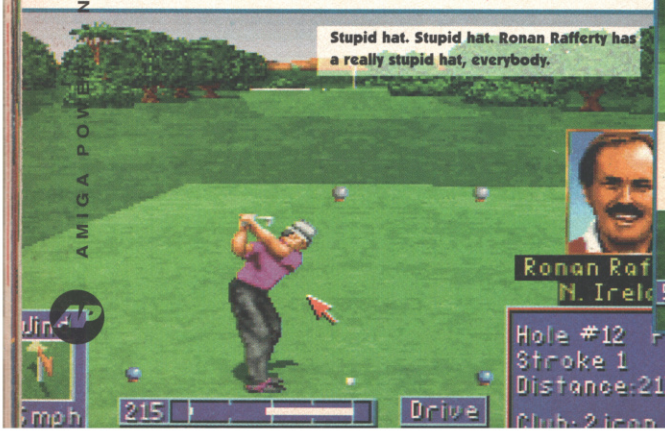
Golf Fan 2 (Jonathan The Ed): That's good. Set up a tournament. We four against the four best computer players. In a Skins Game. That's for money and everything.

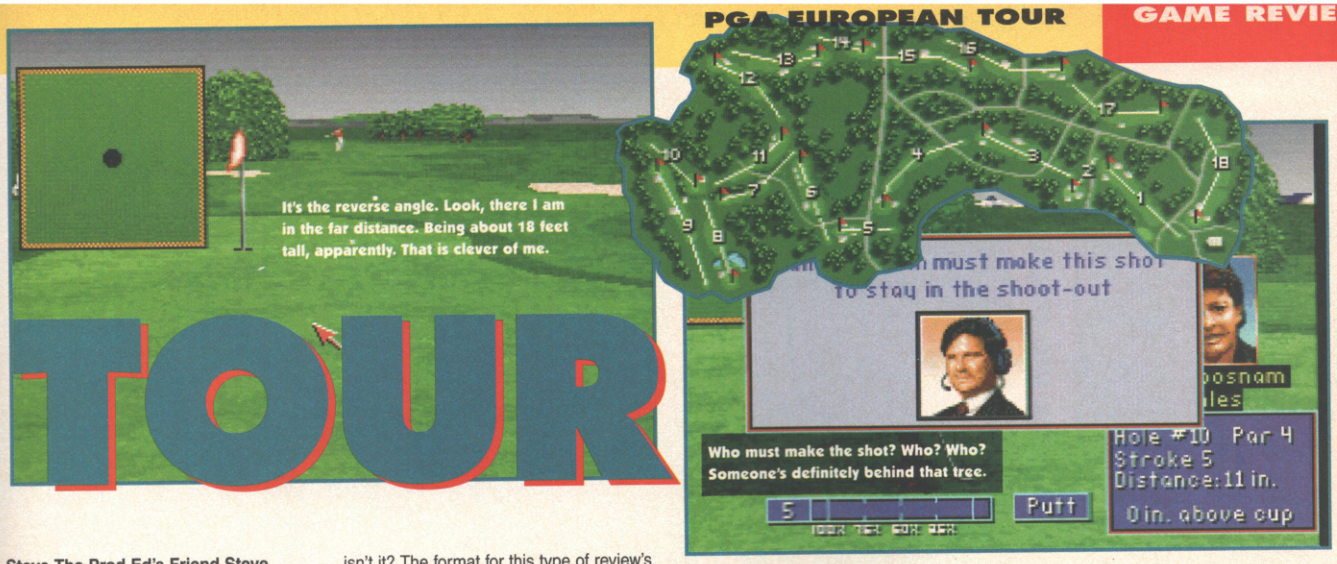
Golf Fan 3 (Steve The Prod Ed's Friend Steve (From Next Door)): All right.

Me: I don't know what's going on.

Steve The Prod Ed: Let's play on the Wentworth course. No, the Arden one. No, the Crans-sur-Sierre. No, Le Golf National. No, the Valdemarr.

Jonathan The Ed: I shall make an executive decision. Crans-sur Sierre.

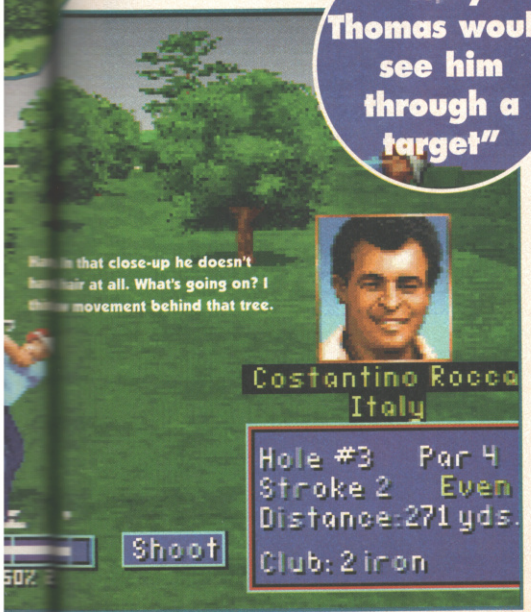




Steve The Prod Ed's Friend Steve (From Next Door): All right.
Steve The Prod Ed: Oh dear. A choice of clubs. I hate having to choose clubs. It's so boring.
Jonathan The Ed: No, apparently the computer chooses the best club for each shot. You can override the decision if you want, but there's really no need.
Steve The Prod Ed's Friend Steve (From Next Door): Good.
Jonathan The Ed: Ah, now, this is one of those 'press the mouse button to start the shot powering up, then press the mouse button to determine the power of the shot, then press the mouse button to stop the ball as near to the line as possible to keep the shot on target' things, isn't it?
Steve The Prod Ed's Friend Steve (From Next Door): Yes.
Jonathan The Ed: And you can move the crosshair you're aiming at, and see a topographical map of the green, and switch to one of those lovely but mostly useless aerial shots of the course which zoom in and out. Fortunately there's a sensible plan view that gives all the necessary information.
Steve The Prod Ed: This is all a bit weak, isn't it? The format for this type of review's so hackneyed you could pop a Cockney cabbie in it. I mean, come on, all this supposedly clever banter that's clearly made up by one person because everyone talks in exactly the same way, and in the middle of it huge clunky monologues about the game itself. Which would obviously do the job just as well presented as a paragraph in a straightforward review. It's ridiculous.
Jonathan The Ed: No, come on, play up and play the game. Look, it's his comedy line and everything.
Me: I don't know what's going on.
Jonathan The Ed: There you are.

BATTER

Steve The Prod Ed: Bad luck. You failed to take account of the wind strength and direction. You see, by clicking here you can alter the draw and fade.
Jonathan The Ed: That's sort of like the spin on a ball in, say, pool or snooker, isn't it, Steve The Prod Ed's Friend Steve (From Next Door)?
Steve The Prod Ed's Friend Steve (From Next Door): Yes.
Steve The Prod Ed: Well, I must say this is all very pleasant. The game helpfully selects the best club, lines you up with the hole and gives you all the necessary information in a convenient box. The sound's attractively minimal – the 'swop' of hitting the ball, a few noises when you land in a bunker or go through the leaves of a tree – and it looks, well, functional. Pleasantly functional, though.
Jonathan The Ed: Yes. Relaxing, that's the word I'd use to describe it.
Steve The Prod Ed: Yes. Relaxing. Just the one.
Steve The Prod Ed's Friend Steve (From Next Door): Yes.
Me: This is really boring.
Steve The Prod Ed: No it isn't. It's relaxing. It's the sort of game you play to unwind. Despite the competition between players in trying to sink the ball in the lowest number of shots, there's no animosity on the loser's side.
Jonathan The Ed: It's a courtesy game. *(Pause.)*
Jonathan The Ed: Well, go on.
Steve The Prod Ed's Friend Steve (From Next Door): What?
Jonathan The Ed: Do that comedy bit where you say a really long, paradoxically complicated piece, and then we can finish with the song, and he can write the concluding part normally.
Steve The Prod Ed's Friend Steve (From Next Door): No.
Steve The Prod Ed: We've missed our cue now.



HIT WITH A SHOVEL

It is very relaxing, is *PGA European Tour.* And friendly. And, oddly, compulsive. You do tend to find yourself following the flight of the ball and willing it to stay on course or go a bit to the left or whatever. And the clever addition of a reverse angle view of the ball landing adds no end to the suspense. But it's not exactly what you'd call an exciting game. (The nearest you get to that is the enjoyably tense shoot-out, where you're eliminated if you lose a hole.) Mostly it's just quiet, consistent fun – hunkering over the mouse as you try to compensate for the wind by lathering spin on the ball, or attempting that £12,000 putt by calculating the percentage of 21 feet you need to reach the hole. Even when things get difficult (courses which are mostly water, for example, or littered with bunkers and trees foiling the direct shot) and you slap the ball into the undergrowth, the irrepressibly helpful positioning saves the day.

Beyond whacking it in a straight line as hard as possible and then trusting the club and position you've been given, you're meant to 'read' the course and adapt your tactics accordingly (making a short shot, say, in order to get on a straight line with the hole, and then closely examining the green to judge the best approach). This is the agonisingly skilful, realistically golfish bit, and consequently the part I found very boring. (Fortunate I could turn it all off then and just concentrate on thumping the ball around.)

There's no doubt *PGA European Tour* is the best golf game you can get, and even for the casual player it's a fair bit of fun. In multi-player mode it logic-defyingly tends to suck up time in a near-*Dynablaster* fashion and the spectacle of people getting hurrahingly excited about winning pretend money is something to behold. Yes. I like it. Nowhere near as much as clever golf fans, but in a more personal, greatly surprised sort of way. Surprise made all the greater as it's from the people who wrote *Last Action Hero. (We'd have got away with it if it hadn't been for you pesky kids. Etc. – The Dome.)*

● *JONATHAN NASH*

UPPERS It's all things to all people, that's what it is. The controls are very simple, the presentation slick and flashy, and the game smotheringly helpful; it's also got five 'real' courses, four 'real' types of games and 'real' computer opponents. You can bash the ball around and trust the game to keep you out of trouble; or you can 'read' the green and painstakingly set up each shot. It's fun for beginners; it's clever fun for golf fans. And it's hard drive-installable (but still fine from floppy).

DOWNERS It's really just the same thing over and over again. Sometimes the ball goes a bit 'odd', landing squarely and then skittering around on the spot for ages (or inexplicably failing to go where it should). And even on the hard disk version you can only save one game. Grnph. And the courses are commercially sponsored and it uses American spelling. Damning, that. Natch.

THE BOTTOM LINE
The best golf game ever in the history of all things, and surprisingly good fun (if ultimately dull) for casual players.

84 PERCENT

THE BOTTOM LINE
A500 Exactly the same, only with lesser graphics, we are told. And £2 cheaper.

ROBINSON'S REQUIEM

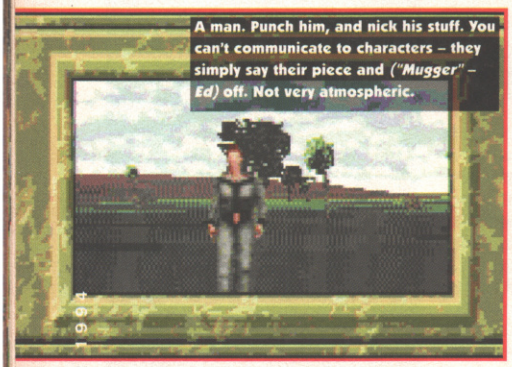
The death of Wimbledon's top squash, more like.

Game: Robinson's Requiem
Runs on: A1200
Publisher: Silmarils
Authors: Daze
Price: £35
Release: Out now

Life, for the most part, is dull. Cynical, maybe, but this is why people like to escape into TV, books, films and computer games – to take a break from the overall crapness that is their lives. A good programme, novel, movie or videogame does the trick quite admirably, but a bad one fails to disguise the fact that you're only staring at words on pages, cramped into a cinema seat or ogling a TV screen, while your life goes on around you.

A game of *Robinson's Requiem*, a 3D view-out-of-a-window and click-on-icons drama, goes like this. Walk around a bit through a barren desert with a few trees in it and walk east through some mountains to the debris of your ship. Click on all the pieces and collect five bits of wire and a medical kit. Go south to a lake, meet a man, punch him, nick his stuff. Cut down some leaves from a tree, make a hat, fill your bottle from the lake, cut down some branches, make a fire, boil your water and drink it. Walk around. Find some cauliflowers. Eat them, walk up the mountain, stab an eagle, walk back, crawl past a tiger, run right, enter a cave, and so on, and so on. (And so on. Etc.)

Okay, but what is it? The graphics on *Requiem* are slow, badly-drawn and unimaginative. And don't blame 'lack of memory'. If this is supposed to the best a standard A1200 can do then take a look at *Legends of Valour*, or *Captive 2*.



A man. Punch him, and nick his stuff. You can't communicate to characters – they simply say their piece and *("Mugger" – Ed)* off. Not very atmospheric.

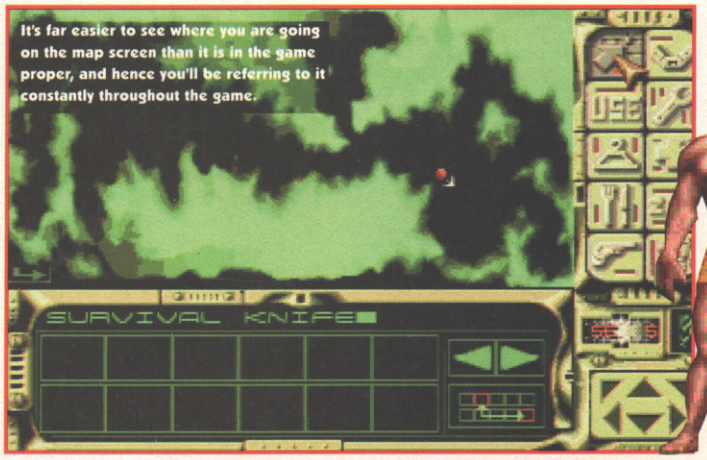
WALK

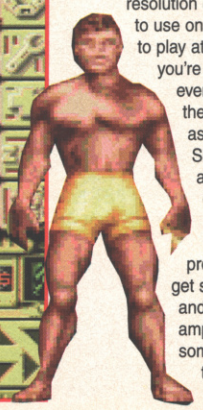
Blasting your way around space in *Super Stardust* makes you feel as if your eyes might pop out of your head as you whizz through the technically awe-inspiring tunnel sections, and that your knuckles might drop off as you clench them around your joystick for pin-point accuracy during the *Thrust*-like sub-sections. *Theme Park* makes you feel like your head is swelling as you play god, with fear of your brain imploding should something go horribly wrong.

WALK

Robinson's Requiem makes you feel like you've been told to paint a fence and you've just discovered it's fifteen miles long. I know that I haven't really talked much about the game here, but honestly, there's very little to say. Your window is extremely small, and in low resolution (which you'll need to use on a standard A1200 to play at a decent speed) you're hard-pushed to even tell what half of the objects are. Billed as a 'Survival Simulation', there are loads of bits to do with your personal health (the blurb promising that you'll get struck down by flu, and may even have to amputate a limb at some point), but all this means is lots of bars and charts and electrocardiograms, and not much action. I'm tempted to even tell you the cheat mode, which shows the position of all the objects on the map (normally you're forced to walk up close to everything and click to see if there are any objects) and allows you to teleport (ridding you of massive strolls through barren scenery) as it makes the game far more playable (or, rather, far less annoying) but, obviously, I can't. *Robinson's Requiem* did little to tickle my fancy, and I'd be surprised if it'll do much to warm the cockles of the majority of RPG fans either.

● *RICH PELLEY*





UPPERS Lots of different locations (jungle, village, volcano, graveyard etc) and, er, that's about it really.

DOWNERS With no spells, no form of character selection, no real personalities and straightforward puzzles, *Requiem* plays almost like a kind of first-person perspective *Dizzy* than a proper RPG.

THE BOTTOM LINE

As a 'Survival Simulation' it does its bit – you walk round, survive, but would much rather be doing something else.

39 PERCENT

THE BOTTOM LINE

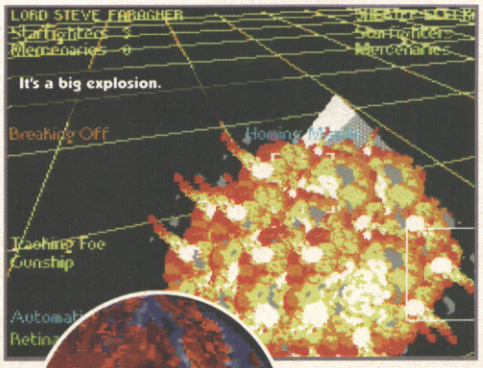
A500 A (two pound cheaper) A500 version will be released at the same time as the A1200 version. It'll probably be much the same, so I doubt we'll ever bother to cover it.

Strap yourself into your battleship. Fire up the rockets. And dominate the universe. Yes.

Game: Starlord
Runs on: A500, A600, A1200 (1Mb only)
Publisher: Microprose
Author: Mike Singleton and Peter Barnett
Price: £35
Release: Out now

"At first," begins the writing on the back of the box, "you'll concentrate on flying Starfighters and leading your forces in exciting 3D battles. Then, you'll realise that the true path to success also involves diplomatic, planning and trading skills."

Almost, but not quite. In fact you'll realise that the 3D battles are terrible. You fly around in a dodgy-looking spaceship while other spaceships wheel about in the sky all around you. There are so many of them that you've no idea which ones to shoot, and you'll quickly discover that your spaceship performs much better if you just leave it on autopilot. And, given that you've got the option to skip the battles completely and let the computer work out the results automatically, that's what you'll find yourself doing.

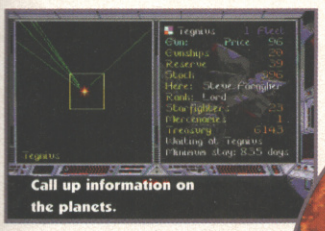


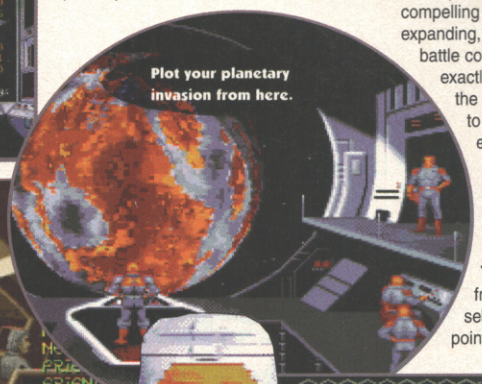
BLOW

Starlord is thus reduced to an interstellar strategy game, where, in a vaguely interesting retro scenario, you're a Middle Ages-style feudal leader struggling to become emperor of the galaxy. There are lots of other earls and lords and things, and to get anywhere you'll have to form alliances with them as well as fight them. Members of your own family are particularly important to your success – as long as you treat them well, you can generally rely on your offspring to come to your aid should you find yourself outclassed by a superior fleet.

To become the emperor, you've got to conquer as much of the galaxy as you possibly can, gradually amassing ships, weapons and resources until you feel you can have the current emperor in a fight. There's a bit of trading involved, but you'll spend most of your time poring over star maps, studying your rivals to see who it'd be best to attack next. And this is actually pretty good fun.

There's a great sense of achievement when another planet falls under your iron rule, and it's curiously compelling watching your empire slowly expanding, wondering whether your next battle could be your last. But it's not exactly taxing – with judicious use of the save facility you should be able to secure the throne within an evening or so.





BY BLOW

And all the time, you're fighting against the oddest control system I think I've ever seen. You use the mouse to move from one bit to the next and select things. But there's no pointer on the screen. To select something from the menu (there's only one per screen), you press the mouse button and then move the mouse up and down to highlight options in a rather haphazard manner. It works, but it seems a strange way to go about things. The alternative is to use keyboard shortcuts, but there are so many different ones it's impossible to remember them all. And it keeps blanking out the screen and writing "Loading – Please Wait" (although it recognises external drives and is hard drive-installable).

BATTLES

When you consider that *Starlord* actually went on sale about three months ago, and it's taken us this long for us to get a review copy from Microprose, you perhaps get some idea of their confidence in the game. Really *Starlord* should have been sent back to the drawing board and had the tedious 3D bits torn out and thrown away and the strategy part beefed up. And this from the chap who brought us the wonderful 3-dimensional classic *Midwinter*. Shame on you.

● *STEVE FARAGHER*

UPPERS Surprisingly absorbing once you've learnt which bits to ignore. The star maps zoom in and out nicely. Some of the graphics aren't too bad. It's a vaguely original(ish) idea.

DOWNERS The 3D battles are ill-conceived, despite looking quite impressive. And once you strip those away, the rest of the game ends up looking a bit thin. Shoddy control system.

THE BOTTOM LINE
If you've bought *Starlord* already, you're probably not completely disappointed with it. But those who've yet to take the plunge would be advised to move away from the poolside and reclothe themselves. Er.

51 PERCENT

THE BOTTOM LINE
A1200 A few extra points should be awarded to the game when played on an A1200 for not being quite so sluggish and unworkable as it is on the A500.

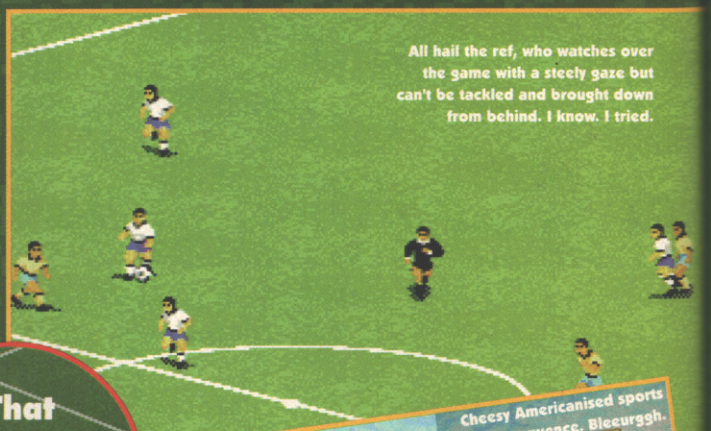
FIFA INTERNATI

Runs on: A500, A600, A1200
Publisher: Electronic Arts
Author: In-house
Price: £30
Release: November 18th

There's something lacking in *FIFA International Soccer* and it's hard to say what. I've played the original Mega Drive version quite a lot (explaining why I got to review this even though I usually stay away from football games lest my prejudices show through) and enjoyed playing it heaps more than I did this version.

Judging it as a conversion from another format (which some may argue isn't a fair appraisal, but I'll cover that in a bit) the most obvious thing is that there's masses of disk swapping. Now you can castigate cartridge games on most fronts, but despite their ridiculous cost and frequent offence of containing bland platform games, you can't complain about the accessing time. You just slam in a cart, wait a few seconds and, yup, there's your game. *FIFA* on the Amiga however, doesn't cut it in this department.

Loading it up on an A1200, you have to wait four minutes before the option screens appear and a further two minutes before you play the game. That's a ridiculous six minutes (and six disk swaps) before you get to play. It doesn't stop there – you also have to swap disks at half-time (to be told it's half-time) and when you pause the game. Ah, no, say EA, after the initial load the A1200 version keeps the data in memory so it's much better the second time around (which, of course, doesn't help A500 or A600 owners) and, anyway, you should be playing from hard drive. Yes. Cheers.



All hail the ref, who watches over the game with a steely gaze but can't be tackled and brought down from behind. I know. I tried.

"That dreaded *Street Fighter 2*"

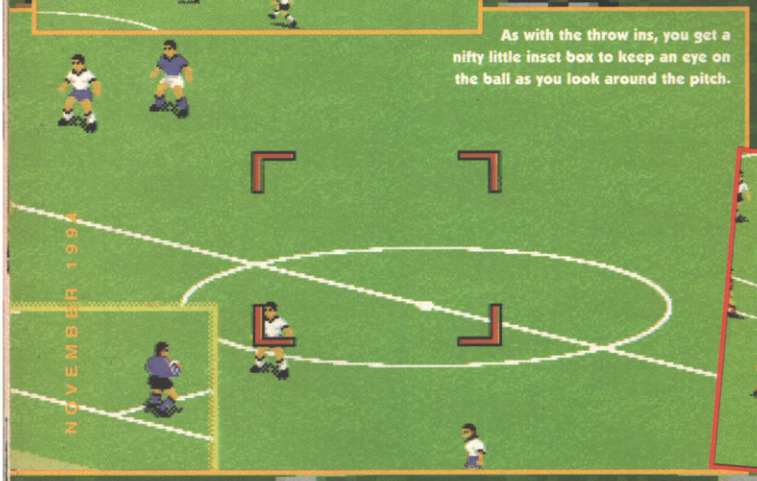
"Look over there! Some geezer's throwing 50 quid notes on the pitch!"

SIX MINUTES LATER...

FIFA's gimmick is the way you can easily do flashy moves such as overhead kicks, headers and backheelers. The three buttons of the Mega Drive have been recreated on the Amiga keyboard, so with a thumb-controlled Bug joystick held in one hand, you can cover the keys with your other hand. It's a bit fiddly, but it's instantly preferable to the one-button joystick option which randomly gives you some (but not all) moves in that dreaded *Street Fighter 2* 'context sensitive' way.

Okay, that's comparing it to the Mega Drive version over with, so let's press on and see how it fares as a game in its own right. Well, there's no getting away from the fact that the graphics are great. The game's got the look and feel of a televised match, from the familiar TV camera angle to the slightly cheesy American commentators who introduce each match.

The animation and scrolling are both smooth and natural-looking, and (provided you can master them) the special moves vary the action enough to make it resemble a real match, rather than colourful pixels endlessly cycling through a running routine. Which of



As with the throw ins, you get a nifty little inset box to keep an eye on the ball as you look around the pitch.

Ermm. And here's some more footballers. Running around and that sort of thing.

THE BICYCLE KICK – THOSE FLASH MOVES IN TECHNICOLOUR

TIONAL SOCCER

course is exactly what they are.

Despite the size of the characters and the curious angle, you're still left with a usable playing area, although you're at the mercy of the game when it comes to long passes from midfield. Throw-ins and goal kicks are skillfully dealt with by putting the kicker in a small box in the corner of the screen, leaving you free to roam your cursor around the rest of the pitch to decide where he's aiming for. *(Hang on – 'throws-in', surely? – Ed)* As a final method of overcoming the restrictions of the limited visible area, a coloured arrow points to the player under your control when he's off-screen, and between them, these little tricks pretty successfully overcome the 'large scale equals small playing area' problem.

SIX MINUTES LATER...

Which leaves the game itself. Not being particularly skillful at any football game, and pretty much unable to get to grips with the fiddly special moves, I've played most of my games against a real person (if JD can be acknowledged as a real person) and only a few against the computer. It makes little difference who you play against though. Controlling your team, one thing quickly becomes apparent – you're not controlling them very much. I suspected my team was not really doing what I wanted during the games I played, and my suspicions were confirmed when I selected a two-player game against an uncontrolled, inanimate joystick.

Despite having no one at the helm, the other side consistently tackled my men, intercepted my passes and, more often that not, saved my goals. And I'm not talking about moving men into position here, I'm talking about the computer running in, tackling my man and then running off with the ball. With this much computer interference, running any distance with the ball proves impossible and the action looks more like the pack violence of a rugby pitch than the ordered play of football, with computer-controlled players dashing all over the place.

As a consequence, playing against the computer's pretty much the same as playing against a human, and I was left with the nagging feeling that I was merely assisting the computer in the game – and playing second fiddle to the CPU is bad for the wellbeing of the soul. I don't know. I haven't played the Mega Drive version for ages so maybe the original was like this. And maybe Amiga gamers are used to less attractive, more interactive games, and maybe the way the computer teams don't bother with the flashy, crowd-pleasing moves doesn't reflect tellingly on their usefulness in a match. But I really can't see football game supremos going for a game that's as soft and mushy and vague as this one. Still. It does look great though, doesn't it?

● *CAM WINSTANLEY*

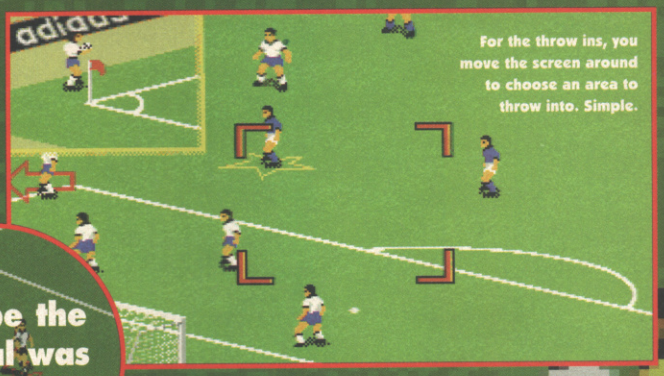
"Maybe the original was like this"

REPLAY...

For particularly memorable moments such as this, there's a replay function.

However, you can watch what every player was doing as the ball slammed home.

And even check on the other goalie, who's looking a bit lost and lonely.



For the throw ins, you move the screen around to choose an area to throw into. Simple.

UPPERS It looks fantastic and you can score the sort of exciting, glamourous, over the head or diving in goals that *Sensi* players can only dream of.

DOWNERS Endless disk swapping and accessing, over-intelligent computer-controlled players, a distinct lack of dribbling play and too many functions for a single button joystick to handle. (The keyboard option isn't going to work unless you've got a small joystick or a sticky-on-the-desk one, because you need to use both stick and keys at once.)

THE BOTTOM LINE

It's a near-perfect conversion of the console game, but the vitally 'near' bit is the crisp, precise control. There isn't any. The fine graphics are wasted on the computer-dominated gameplay.

76 PERCENT

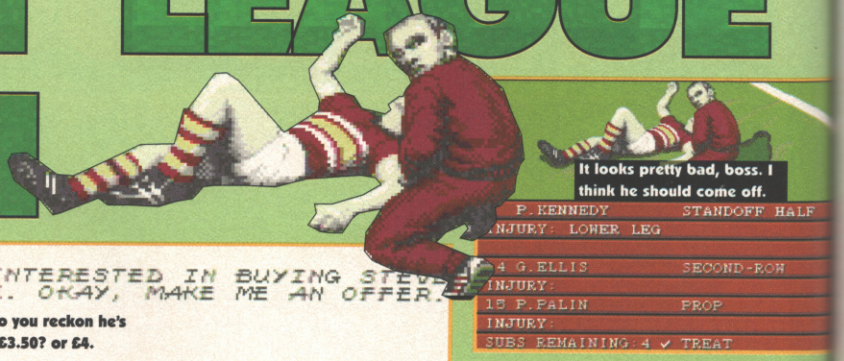
SPONSORSHIP – HANDIWORK OF THE HORNED ONE

Although we didn't dock any marks for it, we'd like to point out that gratuitous advertising in games is the WORK OF SATAN. Do we get cheaper games because of it? Or cheaper football boots or VCRs? No we bloody well don't.

THE BOTTOM LINE

A1200 Smoother scrolling and generally faster both during play and to load, which is worth a few percent more. Still that spongy soft game control though.

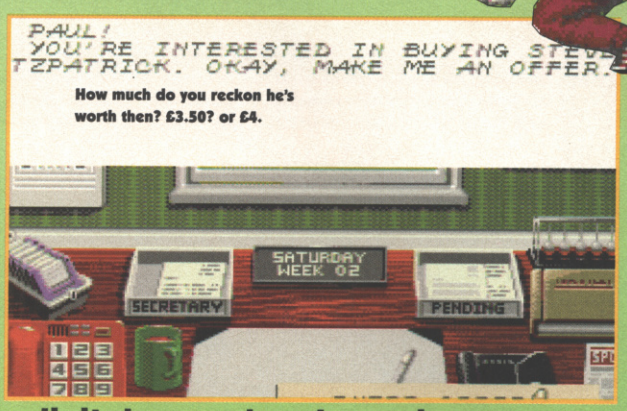
RUGBY LEAGUE COACH



The moment we've all waited for is here – digital up and under arrives.

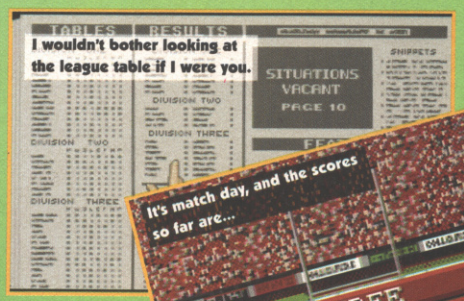
Game: Rugby League Coach
Runs on: A500, A600, A1200
Publisher: Audiogenic
Authors: Anglosoft Visual Systems
Price: £30
Release: Out now

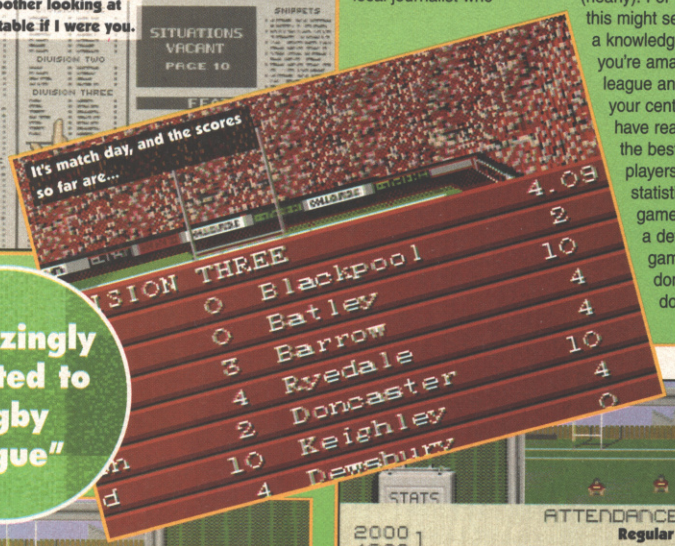
So then. Rugby league, eh? Not my favourite sport but, hey, I'll try anything once. (Heh, heh. Try. Geddit?) *(Ho ho! – Eddie Waring)* And anyway, it's not as if I actually have to attempt to play the sport, because (as the screenshots give away) this is one of those management-type games. Well, at least it's not another football one.



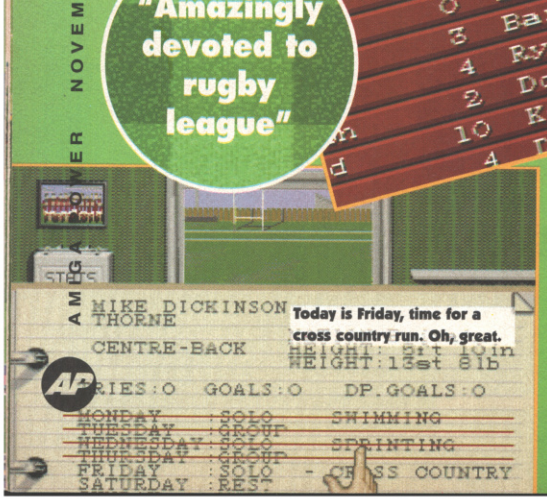
CHARIOTS

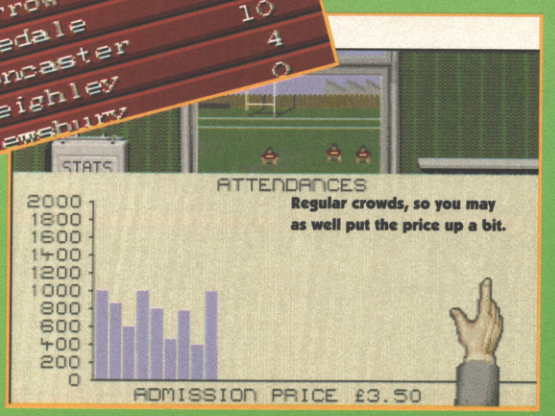
Descriptive stuff first. You're the coach of a lowly third-division side, and you want to rise to be national coach. You do this by winning games, and you win games by looking after your players. 'Looking after' in this case translates to tailoring a player's training so it's both appropriate and interesting (yup, the players get bored) while balancing the team's abilities as a whole and deciding who does what on the field. On top of that, you've got to keep an eye on the finances so that you can afford to buy players, fend off the local journalist who keeps pestering you for information and convince the chairman that you know what you're doing. And lots more, too. *(Aaarghh. – Cop-Out Ed)* Thankfully, it's all icon-driven via one of those now-legendary desktop/office screens.





"Amazingly devoted to rugby league"





OFFIAH

So now on to the critical analysis for which AMIGA POWER is legendary (nearly). For a start (and obvious as this might seem) the game assumes a knowledge of the sport. Unless you're amazingly devoted to rugby league and know your props from your centre backs, you're going to have real problems working out the best training for certain players. Also, the lack of statistics works against the game – because you don't get a detailed breakdown of the game you've just lost, you don't know what you're doing wrong and so keep losing. The only option is to change the training completely in the hope of stumbling across an answer. Very annoying.

Shame really. I enjoyed playing around with the game and finding things out (and being 'spoken' to by the characters in a bizarre single-sample-repeated-at-various-pitches way) but then I came up against the lack of match analysis, the repetition and the way your interest fizzles out because of, er, the lack of match analysis and the repetition. It's the cliquishness, probably – if you don't really know your way around the sport, you won't get anything out of it. (And if you do, you're still going to fall foul of the hopelessly stab-in-the-dark approach.)

If you want a good management game, you're still better off with *On the Ball: World Cup Edition.* That's about football, but you can pretend it's rugby league. Or something.

● *PAUL MELLERICK*

UPPERS Well thought-out presentation and a highly detailed player/training structure give the game a firm basis to build on...

DOWNERS ...but a severe lack of player information and no help when things inevitably go wrong quickly brings everything crashing down. Unless, of course, you know everything there is to know about rugby league. (And like playing guessing games.)

THE BOTTOM LINE

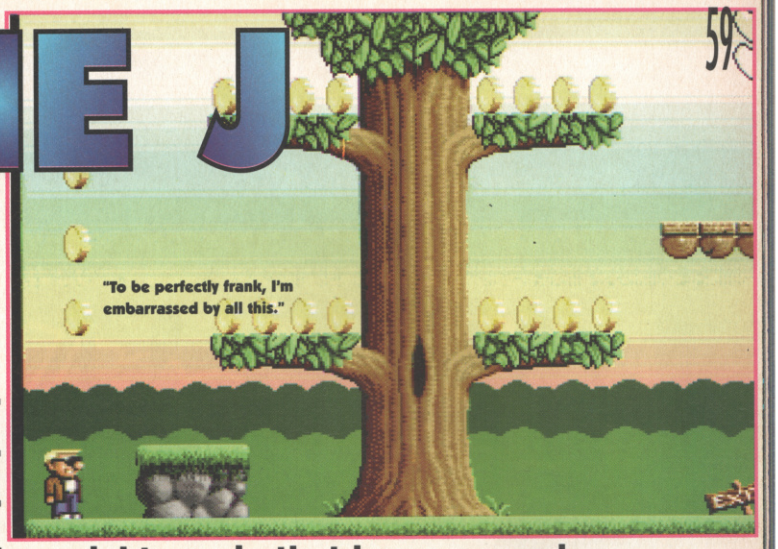
I can feel a 'if you like rugby league, you'll love this'-type line coming on, but I absolutely refuse to fall for it. (Pity it's exactly what needs to be said, then.)

62 PERCENT

THE BOTTOM LINE

A1200 It's as different as rugby league and rugby union. Except you don't get paid in one but not the other. So it's exactly the same. In other words.

CHARLIE J COOL



59%

Thus named, presuambly, because he looks like a right one in that brown anorak.

Game: Charlie J Cool
Runs on: A500, A600
Publisher: Rasputin
Authors: Neil Cousins, Lee Metcalfe and Matthew Mahoney
Price: £20
Release: Out now

Hey, man! Like, dig those hip shades! Sorry. I spent ages trying to come up with a suitable, witty and possibly relevant intro for this review, but why put so much creative effort into that when none's been put into the game? Exactly. So bear with my imaginative lethargy as we trundle through the latest in a seemingly unstoppable line of 'cool' characters. Meet Charlie J Cool. And his platform game.

"Samey or even blank"

Yup, a platform game. With! platforms, monsters to bounce on, leaps of faith, things to collect, a big golden key hidden away that opens the exit, lots of running as far right as you can, a change of scenery every four levels and a similar increase in difficulty. But without! any real reason for playing it. Tch.

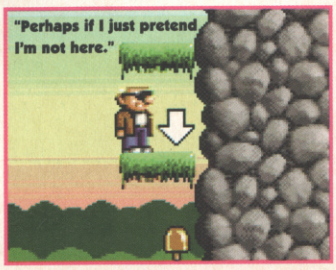
And, peculiarly, there's no point at all to collecting the coins scattered around – they just give you points. Surely they could have been used to give you some sort of *Mario*-style benefit?

In its defence, there's a great (and original) touch in the game whereby you can make Charlie good or bad depending on how many goodies or baddies you kill, and so alter the end sequence. Otherwise, it's standard stuff, even down to the secret rooms. There's nothing to recommend it over just about any other platform game you could mention, and it's difficult to see why it has been brought into existence at all.

● *PAUL MELLERICK*

PLATFORM GAME

Now, I'm the one who likes playing platform games, so I know what I'm talking about. There's nothing exciting, challenging or fun about *Charlie J Cool*. In direct contradiction of all accepted platform wisdom (including the edicts proclaimed by the mighty judges of Kangaroo Court) the game's exactly the same level 28 times in a row. Okay, so the graphics are different from world to world, but the gameplay is identical throughout. And it's not as if the graphics get better or anything – for a full-price release they're distinctly bland, and with the likes of *Ruff 'n' Tumble* showing how atmospheric backgrounds can be, there's no excuse for ones that are dull, samey or even blank.



UPPERS Nicely tricky, passwords, and the good/evil stuff's a bit different, if you're feeling generous.

DOWNERS But we've seen all this before. Hundreds of times. For £20 you really should be getting a lot more from this game that's on offer. And what's with those graphics? Bland or what?

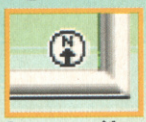
THE BOTTOM LINE
A platform game. And one that's neither here nor there. Whatever that means. Yes.

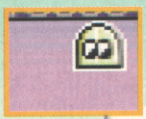
45 PERCENT

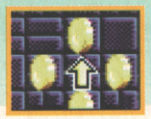
THE BOTTOM LINE
A1200 Unfortunately Cam was playing *Embryo* on our A1200, and *Charlie J Cool* hardly seemed reason enough to disturb him. Any differences are likely to be minor, however.

THE KEY, THE SECRET(S)

It's a platform game, so at various points on your travels you can pick up what we in the business call 'power-ups'. But because it is our duty to DISSEMINATE ESSENTIAL INFORMATION we're not only going to show you the different power-ups you can get, we're also going to tell you what they do. Some people would say that's our job, but then some people don't have to take the damn screenshots painstakingly and write the captions, do they? Eh? EH? *(But you didn't write the captions, did you, having in fact gone home. Sadly, readers, I have no idea what all these things do. – Weary Ed)*


A compass with a broken needle.


A mitten with eyes and no thumb.


Some coins and an arrow.

A question mark and some fruit.

A shield above a penguin.

A wristwatch at an angle of 45°.

A pair of fire extinguishers.

All the characters in the game look like 1970s TV personalities.

Apparently, organisations such as The Royal British Legion have one of these every year. Lucky devils.

REUNION

Game: Reunion
Runs on: A1200 with Hard Drive
Publisher: Grandslam
Author: Amnesty Design
Price: £35
Release: Out now

A game for A1200 owners eh? I bet reviewing that will really hack off our A500-owning readers in the same way giving space over to CD32 games annoys our A1200 owners. I know – let's review a game that requires an A1200 WITH HARD DRIVE, so we can alienate practically everyone. And then put it near the back end of the mag so even the software publisher will hate us. Yes. That would be funny.

"Even the software publisher will hate us"

It's our duty, as we constantly tell people, to cover all Amiga releases. *(Except the ones we don't. For one highly important reason or another. – Ed)* So this page is just for the 10% of you that own hard drives and A1200s. *Reunion*'s one of those strategy/adventure/managerial crossover games that's notoriously hard to review because it takes so long to play. The bods at Grandslam reckon that even if you know exactly what to do and don't make a single mistake in the entire game, then it's going to take you between 40 and 50 hours of continuous play to finish. If that sounds like your idea of HELL ON EARTH, then nothing I'm going to say will make the slightest bit of difference. You'll hate this.

You build up colonies in this sub-*Sim City* section of the game.

Space travel's condensed to this single spaceship interior screen.

Your team of intellectuals spend years staring into this jacuzzi.

LORNE GREENE

The idea's that your forefathers crashed a warp drive ship against an uncharted planet some time ago and settled down to making the most of their new Earth, which they called New Earth. But after a few centuries of this tranquil existence, everyone's got bored and restless and decided that it would be cool and groovy to cross an eight-light-year void and reopen talks with Old Earth. I mean, why not? There's nothing on TV.

And so the game begins. You recruit a team, research things, mine minerals, build colonies, explore star systems, meet aliens, fight pirates, trade technology for information with friendly aliens, build space fleets and so on. It's all mouse controlled via an almost endless sequence of menu screens and if you're confused at first, you're supposed to be. It's all part of the strategy/adventure/managerial crossover experience that is *Reunion*. For example, the instructions are a bit vague, so when you meet aliens you're not exactly sure if you should kill them or make friends – that's the 'adventure' aspect for you. Then of course you've got to keep your people happy, warm and fed in a sort of *Sim City* 'management' section. Meanwhile, in the 'strategy' corner you're researching new machines and building them with the minerals you mine.

The main problems I've got with the game are personal. If this race is so advanced, for example, why do you have to research everything from scratch? It doesn't make sense. More importantly, of course, sci-fi of this ilk is tattily '80s, with the elders and warriors looking like extras from Battlestar Galactica. *(Just one of the great disco beat interpretations of SF TV and film music from the Space Themes CD, readers. Look out for the other titles in the series. – Ed)* Surely this Robert Heinlein-paperback look went out in 1972? Where are the realistic oil-riggy Alien graphics? Pshaw.

JACK PALANCE

But that's all niggly background stuff. I'll admit that the chances of me playing this again are slim, but that's because I don't have time even to have a chance of finishing, and a game that takes 50+ hours of play (if you know what you're doing and don't make a single mistake, etc etc) seems a tad excessive to me. Okay, so it hasn't won my admiration, but this is real niche marketing stuff and it's the genre rather than the game that doesn't appeal to me. There is, however, a band of fearless, patient, methodical gameplayers out there who'll relish the challenge of trekking their way through this sort of game. And they'll love this. All 10% of them.

● *CAM WINSTANLEY*

UPPERS Absorbing, big and mind-taxing, this is the perfect antidote to all those blasty games.

DOWNERS Possibly a bit too big for its own good. Absolutely nothing in the way of thrills or spills.

THE BOTTOM LINE

It's criminally clichéd to say this, but if you're into sprawling space strategy games, then you'll like this. It's sort of *Elite* meets *Sim City* meets *Dune*, only without the flying around bits. In its own protracted way, it's highly entertaining.

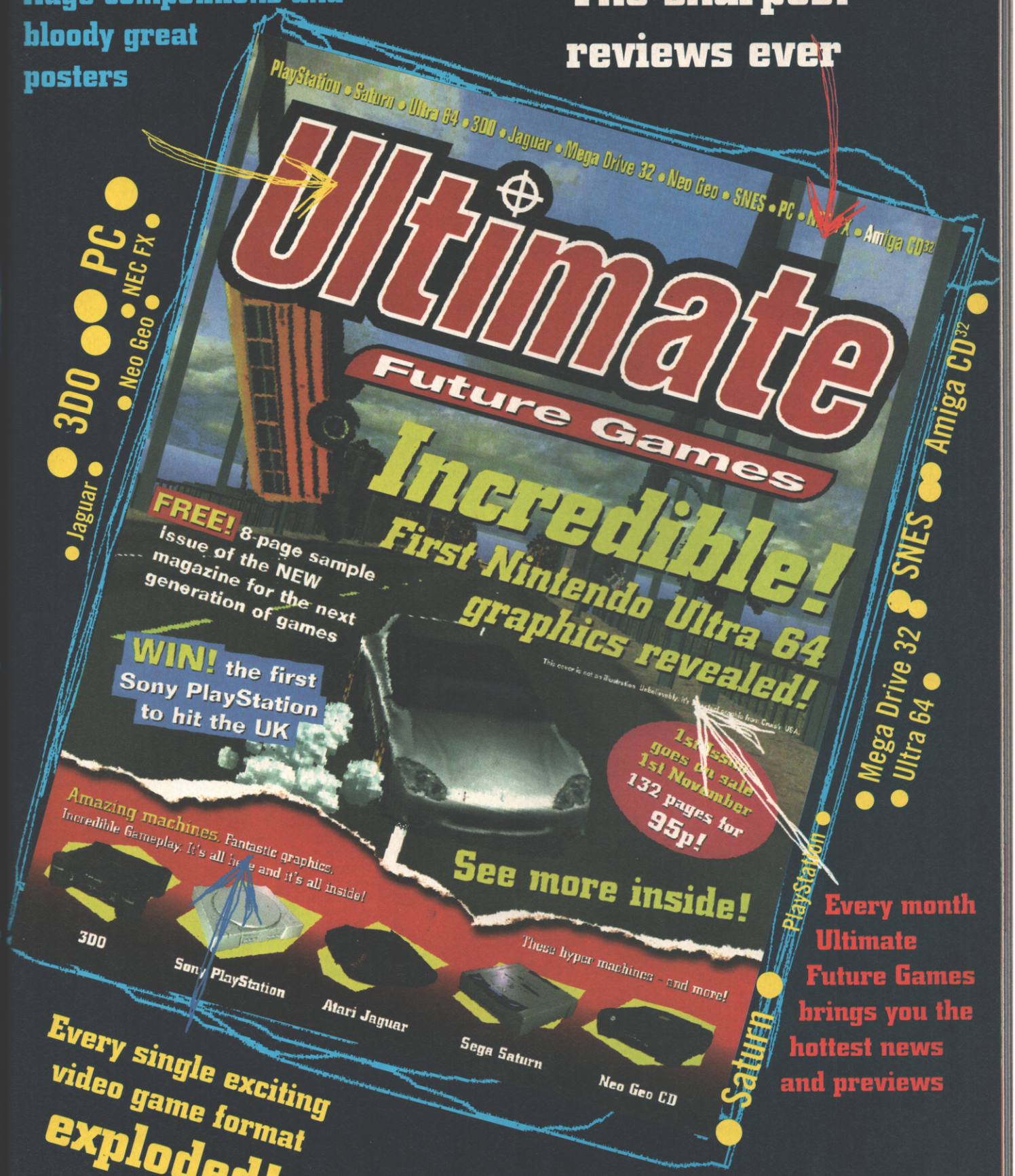
81 PERCENT

THE BOTTOM LINE

A500 Never ever ever. Not in eight light years. You unwashed masses.

Huge competitions and bloody great posters

The sharpest reviews ever



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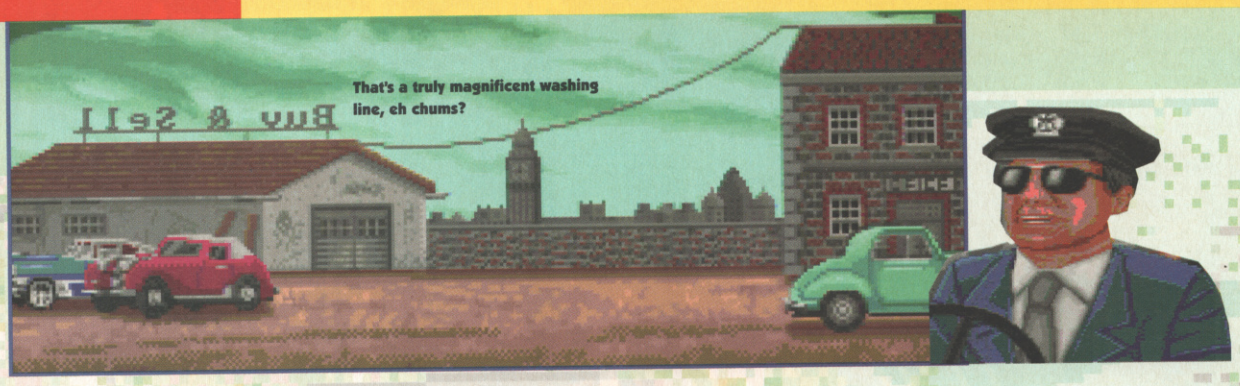
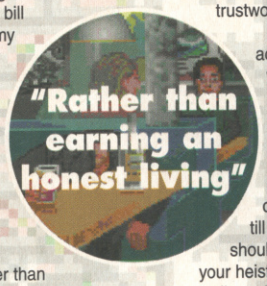


THE CLUE

They haven't got one. It would appear.

Runs on: A500, A600, A1200
Publisher: Neo
Authors: Helmut Gaberschek, Kaweh Kazemi, Markus Hudolin, Karam Nada and others
Price: £29.99
Release: Out now

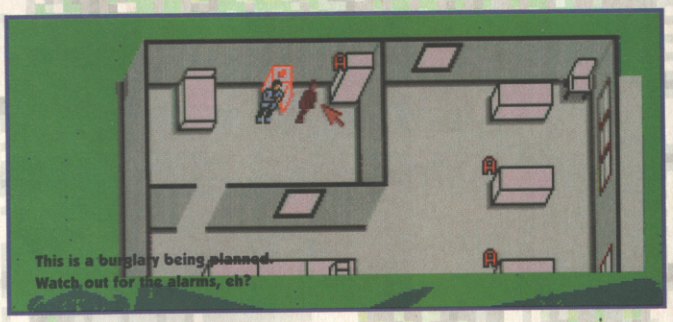
Never having so much as paid a gas bill late in all my life, I know little about the criminal underworld . In fact, I didn't even know there was one until Panorama did something about it a couple of weeks ago. As it turns out, there are members of our community who, rather than earning an honest living as bus drivers, or coal miners, or creators of the world's mightiest computer games magazine, prefer instead to simply enter people's houses while they're out and take whatever they need. Without even paying for it.



IT PAYS

And it's just this sort of behaviour that *The Clue* aims to reproduce. You 'are' Matt Stuvysunt, a young chap who's arrived in 1950s London to seek his fortune. (Or, rather, other people's.) And, although you don't know much about the ins and outs of crime, you do know that burglaries are pretty tricky to pull off on your own. So the first thing you need to do is scour the city's pubs and bars for accomplices. Various people will present themselves, and it's up to you to decide who's got the necessary skills and seems trustworthy.

In doing so, you'll come across one fellow who'll set up your first 'job' for you, suggesting a location (a news stand in a remote location) and providing a getaway car. Ideally you'll need someone to drive the car, and something to prise the till open with, but otherwise this should be pretty straightforward. As your heists get bigger and more complicated (there are 20 buildings to infiltrate, the last being the Tower of London), you'll have to worry about alarm systems, guards, safe doors and police patrols. And even if you bag the loot and escape, you'll need to evade capture by the police, so be careful not to leave any clues, and consider having your car resprayed if it gets spotted.



SHOOTERS

Yes. This is a German game, and the translation is rather patchy. It's never impossible to understand what's going on, but the atmosphere does suffer. The user interface is pretty shambolic, too. You have to keep moving the cursor between the bottom of the screen, where you click on words to perform actions, and the top of the screen, where lists of options scroll past for you to choose from – the pictures in between are purely 'decorative'.

But the bit that matters – the burglary-planning bit – does actually work quite well. Having 'cased the joint' to locate alarms and things, you then go back to your hotel room and work through each step of your raid on a map. Everything needs to be planned, down to who'll keep lookout, who'll disable the alarms and how you'll escape afterwards. Once you've done all that, click on 'Run the plan' (or something) and your team will go into action.

It's definitely better than it appears at first sight, and certainly gets more fun the more you play, and it's undoubtedly an original idea. Refreshingly original, in fact. But... oh, I don't know. The presentation really does let it down, and the taking-taxis-around-London stuff gets a bit tedious when all you really want to be doing is breaking into people's houses. I did quite like it, but I honestly don't think I'll be playing *The Clue* ever again.

● *JONATHAN DAVIES*

UPPERS Breaking into buildings is a completely new idea (at least as far the the Amiga's concerned). And it sort of works.

DOWNERS Why've they half-buried it in a crap pseudo-point-'n'-click adventure? The presentation's a bit dodgy, there are bugs in it (like people talking to me about '%s's, whatever they are) and the translation's all over the place.

THE BOTTOM LINE

Persist with *The Clue* and you may well have some fun. But I honestly couldn't summon up the enthusiasm to keep playing. There's too much faffing about in between the good bits.

60 PERCENT

THE BOTTOM LINE

A1200 There's a separate AGA version with slightly prettier pictures.

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ON THE BALL LEAGUE EDITION

But they're not, if the evidence is to be believed. On the ball, that is.

Game: On the Ball League Edition
Runs on: A500, A600, A1200
Publisher: Daze
Authors: Ascon
Price: £30
Release: Out now

Oh dear. I really expected this to work. Having reviewed *On The Ball (World Cup Edition)* in AP41 and given it a massive 85% for its "great gameplay, lovely graphics and deep involvement", I find myself having to tell you why the football management game that I've been looking forward to all season doesn't quite seem to deliver the goods. Brian.

"Fascinating encounter? A paltry 6,400"

20,000

The *League Edition* of *On the Ball* just doesn't have the charm of the *World Cup* version. It's a halfway decent football simulation, perhaps a little too hard, but one that reacts in a moderately realistic way to strategical changes you make. And the lovely graphical interludes are still there, so that when you score a goal you're not just clocking up another digit, but get to see the cross drift in and one of your players go round a defender, or your striker wallop in the glorious 30-yard volley. However, all the little plot devices that made the *World Cup Edition* such fun to play have disappeared and been replaced by the tawdry substitutes of finances and stadium renovation. Instead of giving your players a half-time talking-to (which meant you had to watch the first half carefully to make sure that you criticised or praised the right player) you now choose which section of your stadium you want to upgrade. D-U-L-L. I was looking forward to the transfer market, but it's been bodged – you can only try to sell your players twice a season and when you succeed they nearly always refuse to leave the club, saying that they want to see out their contracts.

The random events have suffered as well. Gone are your players' romantic liaisons causing them form loss; in their stead you have some of the most ridiculous weekly events that I have come across in football management games. Events such as your "being recognised as one of a gang of hooligans at the last match despite wearing a mask'" for example, or "raising £6,000 through autograph signings".

Other irritating inaccuracies include an over-sensitivity to immediately previous results when the game is calculating gates. *("It's a bit silly when making up attendance figures." – Ed)* For example, I was playing Manchester United (not through choice, but from a sense of professionalism). We had lost the previous match which was a European Cup game 6-0. We were however playing at Old Trafford, against Spurs and we were TOP OF THE LEAGUE. What was the gate for this fascinating encounter? A paltry 6,400. I doubt if there's been a gate that low at Old Trafford this century. Next time we played at home we'd won the previous two games and the crowd was over 40,000. Not realistic.

LEAGUES

I talked to the nice man from Daze who brought this round and a tale transpired that would explain why this version isn't so good. It appears that they had this *League Edition* in the summer, but as there was no football being played in England, they decided that a *World Cup Edition* would do much better and so the *League Edition* was re-written, all the horribly tedious financial bits were taken out and a topical World Cup storyline was implanted. This obviously gave them the opportunity to tweak and improve all the bits they didn't like and create a game that was more fun all round. After all, the World Cup *is* more entertaining than League Football in real life too.

Unfortunately, the downside of this is that the *League Edition* now looks a bit old and not as polished as the *World Cup* game. It's still a decent game, but not one with the pizazz and razzmatazz of Ascon's previous offering.

● ***STEVE FARAGHER***

UPPERS Great in-game animated sequences that really do add to the atmosphere and are varied enough to stay interesting. And it's got all the basics of a decent football simulation as well.

DOWNERS Unbelievable random events, some unrealistic elements in matches and gate calculations, and an out of date feel all conspire to ruin the atmosphere generated by the animations.

THE BOTTOM LINE

Don't get me wrong, there's a good game in here somewhere. *(Aaarghh! – Cop-Out Ed)* It just needs re-writing so that it's even better than the *World Cup Edition*.

71 PERCENT

THE BOTTOM LINE

A1200 Bigger (well not really), faster (definitely), bolder (well the graphics look a little bit better), wider (obviously not), smoother (yes), sexier (well only in an abstract way).

CLUB FOOTBALL: THE MANAGER

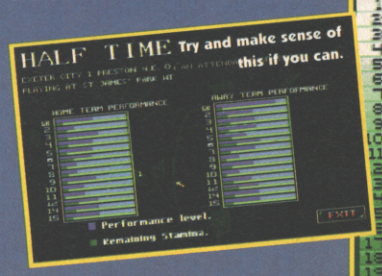
Who'd be a football manager eh? Oh, that many of you? I see.

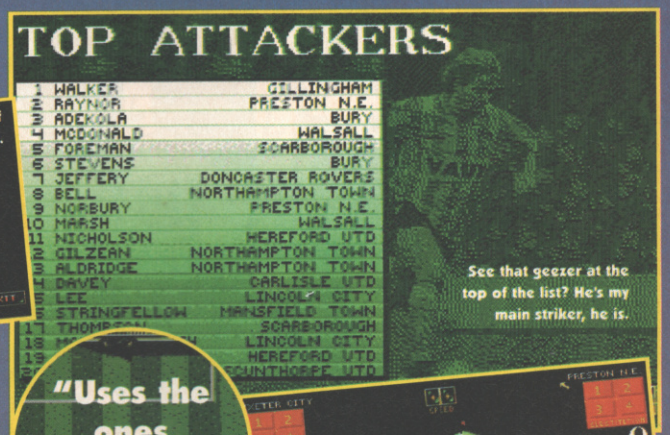
Runs On: A500, A600, A1200
Publisher: Boms
Authors: Teque
Price: £30
Release: Out now

There's definitely a bit of a football theme to this issue. Well, not a theme as such, more like a lot of reviews for football-type games (*FIFA Soccer* and *On The Ball*, and don't forget our fabulous EXCLUSIVELY SCOTTISH *Sensi World of Soccer* coverdisk). Still, as I'm sure somebody famous once said, you can never have too much football. Which brings us nicely to *Club Football: The Manager*, showing that although you can't have too much football, you can have too many management sims. I'm sure there are still plenty of new ideas that can be implemented into a management game. It's just unfortunate that *Club Football* doesn't come up with any and uses the ones we've all seen before, er... how can I put this?... badly.

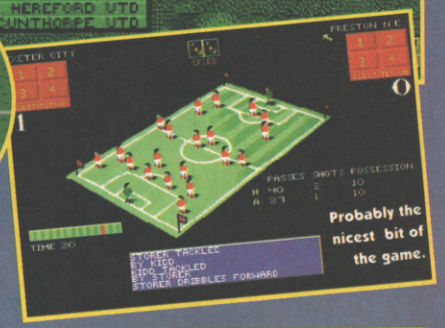
A BIG LIST

In fact, instead of writing a few hundred words about the game and what it has and hasn't got, how about a list of good and bad points, illustrating just what the game has got? Yes.





"Uses the ones we've all seen"



GOOD POINTS:

- All the divisions are included.
- There are loads of tables, charts and facts to look at.
- The icons are all nicely laid out.
- The transfer market is easy to use and includes a nice sort option to find exactly the player you're looking for.
- An easy-to-use formation editor.
- Easy to read and alter squad set-up.

BAD POINTS:

- Dreadful animation sequence on when ever anyone gets a shot on the goal. (Thankfully you can turn these off.)
- All the data (league positions, scores and the like) is only updated every week, and not after every match. And as you'll mostly play two games per week, you irritatingly can't see how your next opponents did in their last match.
- Too many different graphics styles to look at. You have figures for each of your players, a bar system to show how they have performed in game and a very silly bar during the match itself to show the action passing back and forth between the teams. You can't focus on who's doing badly or who's doing well, and so you can't really form a strategy.
- The speed of the matches is all wrong. In slow mode it takes about five minutes to play through one match. In fast mode it rockets past and you haven't a clue what's going on.
- At the end of each week a list of scores from all the divisions, cup and European matches will appear. They're printed very slowly, and you don't really need to see them. But you can't skip them.
- When you save the game, it automatically quits. So if you only meant to save your progress, you now have to reboot the game. That's players like me who save every five or six games done for, then.

And I think that's about it. So basically what we've got here is a competent and potentially decent management game let down by some badly-implemented ideas and even a couple of bugs. (I completely destroyed a game I was playing just by saving it, and the game crashed on me while trying to substitute an injured player.) There are infinitely better management games than this around for the Amiga, and more on the way. Either stick with the one you've got, or wait for the next wave. Just don't get this one, that's all.

● *PAUL MELLERICK*

UPPERS It's a very detailed game. The layout and ease of use is commendable, making it something you can pick up and get into straight away. I also like the idea of limiting the time you get to play the game to 30 years to see how well you can do.

DOWNERS But all those stats can't disguise the difficulty in forming (and keeping an eye on) your playing strategy. And there are so many problems and faults (and, indefensibly, bugs) that you lose any sense of fun you might have had playing it initially.

THE BOTTOM LINE

As with most things in life, it's intriguing and even pleasing at first, but soon you discover the faults and it becomes tiresome and boring very quickly. Profound, eh? As these things go, it's above average, but only just.

52 PERCENT

THE BOTTOM LINE

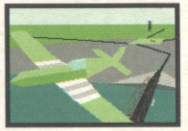
A1200 It's a bit faster displaying the results.

POINTS OF VIEW

Though we have our differences, we always maintain professional working relationships. Nngh.

PINBALL ILLUSIONS

GUARDIAN



OVERLORD

UFO

EMBRYO

PGA EUROPEAN TOUR

FIFA INTERNATIONAL SOCCER

ON THE BALL LEAGUE EDITION

JONATHAN DAVIES	Keeps going down the middle ★★★★★	Telegraph, more like ★★★★★	Underlord, wombling free ★★★★	Just like The X-Files ★★★★	Eurch ★★★	Admirable ★★★★★	Nice, in a way ★★★	Haven't played it.
CAMERON WINSTANLEY	Only three tables? ★★★★	Shoot, fly, turn, aaarghh ★★★★★	Shoot, fly, turn, aaarghh ★★★★	Fly, shoot, land, shoot ★★★★	Fly, fly, fly, die ★★	Walk, shoot, walk, putt ★★★★★	Run, run, run, run ★★★	Sit, hire, sit, fire ★★
STEVE FARAGHER	Not pinball ★★★★	Not *Defender* ★★★★★	Not The Longest Day ★★★★	Not funny ★★★★	Not good ★★	Not cricket ★★★★★	Not football ★★★	Not as good as it was ★★★
JONATHAN NASH	Plidda twing twing ★★★	Zeemit zeemit zeemit bwomb ★★★★★	Frrrab rrab ranggg ★★★	Veezum bleeurghh ★★★★	Tisteuw blashhh ★	Swwwop cristle ★★★★	Oo-ung neeay ★★	Haven't played it
PAUL MELLERICK	Haven't played it	I'm almost as good as him ★★★★★	Haven't played it	Haven't played it	Haven't played it	Hey, like nice, man! ★★★★★	Whoops ★★★	Mmmmm! ★★★
BEEZLEBUB	Great music ★★★★★	Toe-tapping music ★★★★★	Classical music ★★★★★	Not enough music ★	Spawn of the devil. You see? ★★★★★	Haven't played it	I don't remember leaving the door open ★★★★★	Where's Hamble?

ON SALE 17TH NOVEMBER NEXT MONTH

CHRISTMAS APPROACHES STEALTHILY

And with it comes a dazzling array of Amiga games, the names of which we're not currently prepared to divulge. But expect lots on *Lemmings 3*, *Mortal Kombat 2*, *Cannon Fodder 2* and *Jungle Strike. 1.* And further demonstrations of the crushing might of AMIGA POWER.

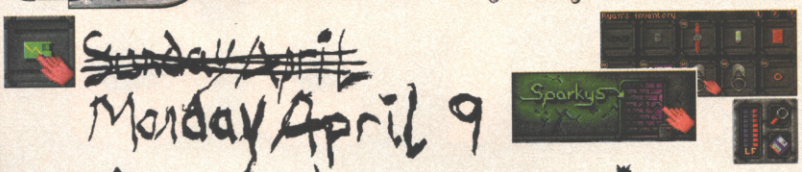
games, the names of which we're not currently prepared to divulge. But expect lots on *Lemmings*

Strike. 1. And further demonstrations of the crushing might of AMIGA POWER.

MONTH

DreamWeb

~~Sunday April~~
Monday April 9
The clock keeps going round.
It won't ~~fuck~~ tell me the time.
Santa Claus gave a gun to me.
Let loose the puppies of War.
I died last night.



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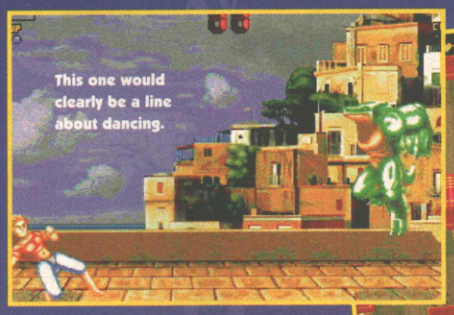
TOOL OF T

"In-game music is a tool of the devil," contends Jonathan Nash. IMPERIL YOUR ETERNAL SOUL by disagreeing. Go on.

Friends, in-game music is a tool of the devil. A bold statement, yes, and one shorn of the characteristic three-paragraph tangential introduction, but a statement of incontestable truth. It is easily provable that the first thing anyone does upon playing a game is to turn off the in-game music because NONE OF IT IS ANY GOOD. None of it. At all. Oh, there might be a few games where you hear the tune and unbeetle your brows almost approvingly, but you certainly wouldn't put up with that piece while you were actually playing.

The reason for this universal failure of in-game music is, we like to think in our mighty manner, to do with what it's trying to do. It's trying to complement the action on the screen – a freely admittedly difficult task for, unless the game is something like *Dragon's Lair* where you have little choice in the matter, there is no way for the musicians to anticipate what you're going to do next. But how do they try to solve this infuriatingly tricky problem? Do they work in conjunction with the designers to identify sections of the game where lending the music a quietly different shade would subtly alter the aural atmosphere? (And we don't mean the obvious, crashingly jarring step of entirely changing the music when an end-of-level boss appears.) No. They do one of exactly five things.



1. IF THE GAME IS A SHOOT-'EM-UP

They write a thunderous drum track with some bleeps and gruffly militaristic samples and echoey reverb because, well, the game is all about shooting, and there are explosions everywhere, and that spells techno. Right?

2. IF THE GAME IS A CUTE PLATFORMER

They write a rinky-tink piece with round, cheery samples because, y'know, it's friendly and, well, cute.

3. IF THE GAME IS A BEAT-'EM-UP

They write a thunderous drum track with bleeps that get faster and faster to reflect the increasing excitement of the bout.

4. IF THE GAME IS AN ADVENTURE OR RPG

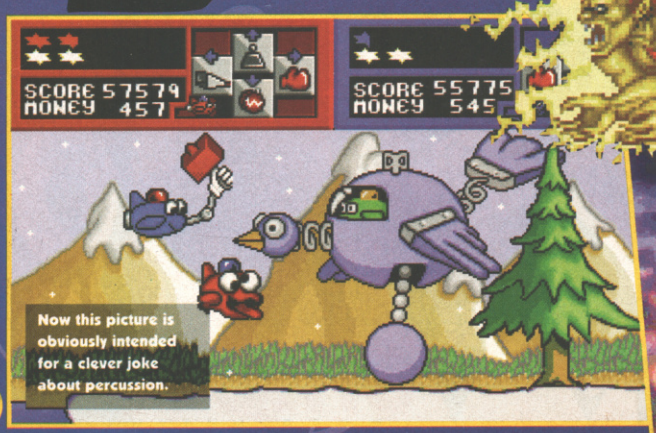
They write a lutey piece or, if the game isn't about orcs, a formless 'ambient' thing. (Or, if the game's *Monkey Island*, some rubbishy bars that play once every 45 minutes.)

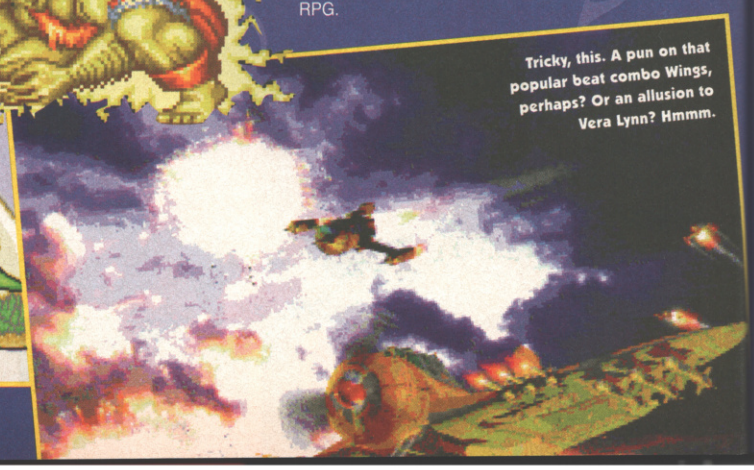
5. IF THE GAME IS ANYTHING ELSE

They run around for a while and look worried, and then pretend it is a shoot-'em-up, or a cute platform game, or a beat-'em-up, or an adventure or RPG.

Now this is all well and good, but the big, big problem is that however well-written a piece of music, it won't last the length of your game. It will, in a word, REPEAT. And, as anyone who's had to sit through a daily playing of Someone's Favourite Song, Oh Come On, It's A Classic, I Know You Like It Really, Altogether Now With The Chorus, REPETITIVE MUSIC IS INCONCEIVABLY AWFUL.

But what can be done? Despite the valiant and welcomed efforts of programmers nowadays to leave out the in-game tune altogether, many hours of hard and decent work are still being wasted on writing pieces that, while sounding fine and dandy under laboratory conditions, mutate into TOOLS OF THE DEVIL when released to the wider world.





F THE DEVIL

OBEY US

We, the supremely arrogant beings of AMIGA POWER (who have seen Pulp Fiction months before you'll get to) have the answer: using genuine music to play games by.

An obvious solution, you may think, if not one that entirely contradicts our previous loudly clever and irascible comments, but we suggest a refinement. Context sensitivity. In a film soundtrack-like manner, the changing action on the screen is reflected in the changing music. Using some stereo headphones, an elderly jukebox, strong castors, some complicated wiring and a string, we have fashioned a primitive context-sensitive musical accompaniment machine. But if you've not the equipment to hand (and bearing in mind our sheaf of patents pending), this exciting new gaming experience can be adequately reproduced by a confederate with a large stack of records, a gramophone player, nimble fingers and inspirational stories such as these.

COUNTER-POINTING SCENES OF EXPLOSIVE VIOLENCE WITH CLASSICAL MUSIC

Sample game: *Gravity Force 2*

(The choices are made. Full-screen serial link-up, semi-auto cannon, bombs, and the Arctic level Over the Top. The players begin their DOGFIGHT OF DOOM.)

Player 1 *(thinks):* The famous overture to Mozart's Marriage of Figaro. A pleasant and relaxing piece (*piano*). Player 2 must be far away. *(The music changes phrase to the dramatic initial swell* (forté) *as Player 2 comes out of the sun.)* Aaarghh.

(Simultaneously, Player 2 hears Wagner's Ride of the Valkyries (*crescendo*). *Bombs rain down on the hapless Player 1 to the ear-smashing climax of the 1812 Overture* (fortissimo). *Victory to Player 2.)*

Bing! John! George! Lord knows why Bing's there though. Or George.

Some cool people who have already seen Pulp Fiction. Yesterday.

INCREASING DRAMATIC TENSION WITH MUSIC OF AN INAPPROPRIATE FLAVOUR

Sample game: *Guardian*

(The player has reached the stupendously dangerous third planet. No lives left. No smart bombs. Low energy.)

Player: Oh no! The mothership has released 20 bombers, and this is the level with the homing tanks that are twice as fast as my ship, and the weaving TIE Interceptors and the spiked wheels. A-ha – the LA Sounds disco beat cover of the cantina band song from Star Wars. The tanks must be approaching. *(He dives and weaves. Pyramids loom up in front of his ship, but by releasing thrust and squeezing the joypad, he successfully pilots it through the deadly maze.)*

Onlooker: Caramba. He flies like a man possessed.

Player *(madly):* Blow that electric bassoon, funky alien boy. *(Throwing his ship into full reverse he surprises the fiendish ground defences, and strafes them mercilessly to the delicate love song 'Star Beyond Time' from the same misguided orchestra, set to an incidental piece from Star Trek: The Motion Picture.)* Yazoom! Taste my foul eggs, you cur. *(The enemy forces scatter before his crazed attack, and, triumphantly, he flies aboard the mothership to battle for the future of humanity while LA Sounds' finest hour – the ponderous theme to 2001, gloriously emboldened with thunderous disco drums and squitzy synth phrasing – shakes the room.)*

CAPTURING THE RHYTHM OF THE GAME WITH MUSIC OF A SIMILAR TEMPO

Sample game: *F1* (50 MHz mode)

(The player's car is on the starting grid. Surrounded by opponents. The flag drops. The other cars roar off leaving the player's car idling. But wait! What is this? Little Green Bag by The George Baker Selection strums from large speakers. The door opens, and the player, dressed in a black suit and wearing sunglasses, walks in. Takes his seat unhurriedly. Picks up the joystick. As song slides from curvingly sedate intro to crashingly uplifting second section, player floors accelerator. Rockets around course at full speed. Catches up and passes pack. Song fades elegantly as player pulls up at finish line and gets out.)

Onlooker: What a cool person.

USING SCIENTIFICALLY PROVEN METHODS OF SUBLIMINAL MUSICAL HYPNOTISM

Sample game: *Secret Of Monkey Island*

(Player is in specially-prepared soundproof room. Comfortable chair. Large monitor. Extra-long mouse lead. Armtop shelf with securely-fastened mouse mat.)

Player: This is nice. *(He begins the game. Concealed speakers rumble with accurately calculated sub-sonics.)* I feel quite relaxed. Ha ha, that was a funny moment in the game.

(The sub-sonics change 'shape'.)

Player: Ooer.

(Blast of sub-sonic activity as player starts sequence with Men Of Low Moral Fibre and their rat.)

Player: Aiieee. Rodents. *(He struggles in terror. But the convenient armtop shelf impedes his egress.)*

(More sub-sonics.)

Player: I... feel my will draining. I... must... follow... the secret directives of... the Hesiodic theogony that is AMIGA... POWER... *(And that's quite enough of in-game music. – Ed)*

RESISTANC

Here are three reasons why you'll find a subscription impossible to refuse:

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2 YOU CAN CHOOSE ONE OF THESE GREAT GAMES COMPLETELY FREE!

3 WE'LL SEND YOU A FREE COPY OF AMIGA POWER ISSUE ZERO!

Er, yes. As an extra, nostalgia-tinged bonus, we've had a limited number of AMIGA POWER issue Zeros specially reprinted, and we'll give a free copy to everyone who subscribes. An essential part of any collection, AP0 was kind of a prototype for AMIGA POWER, and contains our first ever All-Time Top 100. It really did bring a tear to our eye when we suddenly discovered a huge pile of them lying in the corner of our warehouse. Oh no. What a giveaway.

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Pay for your subscription the easy way, using Direct Debit, and you'll save a further £2! Please note that you will pay the full annual amount (£37.95) at once. But the advantage is that each issue will only cost you, er, *[counts on fingers]* £3.16¼. And that's cheap.

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WIN! THE ULTIMATE CD32!

How we love our CD32 here at the centre of popular attention that is AMIGA POWER. We admire its boxy exterior and streaky plastic window that lets us see the discs go spin-spinny. We marvel at the bit on the back we can pull off to reveal a spiky edge-connecter at which we encourage small children like Jimmy Dugan to poke pencils. We chuckle indulgently at the battery backed-up memory which means we have to take round the whole machine if we want to humiliate someone with our high-scores. And we like playing games on it.

Games like, a-ha, *World Cup Golf* from US Gold – the CD game that was so big it was too big for the CD they put it on so they put it on two. Of them. US Gold are so pleased with the bigness of *World Cup Golf* that they want to give you, our readers, the chance to win the ultimate CD32. Or possibly the penultimate one. Or even, heaven forfend, one that's not at the end of the production run at all, because Commodore have finally got their act together and started building some more. But a CD32 nonetheless, along with ten *World Cup Golf* goody bags for runners-up.

WHAT TO DO

The reason for *World Cup Golf*'s extraordinary bigness is that all the graphics of the courses you play on have been pre-drawn using special computers so they look lovely, and then stored on the CDs. So when you make a shot, the game just prints the appropriate picture overlaid with a digitised cutout of your golfer. What ingenuity.

In celebration of this picture/cutout association, we want you to send us a photograph of yourself playing golf. But we want to see you playing golf in a surprising location and, unless you actually know a submarine captain or something and could therefore legitimately pose at the bottom of the ocean beside the console that fires the nuclear missiles (which would be a futile attempt anyway, because it would be a dull picture of some pipes and buttons) we want to see the picture of you playing golf pasted into a different picture of the surprising location. Don't worry about trying to use some hugely expensive optical printer to blend you seamlessly into the picture – we'll be impressed more by the imagination shown in selecting the location in which you're supposed to be playing. You have to be consistent though – if you're meant to be on the moon, say, you'll have to be dressed like an astronaut.

Once you've got your great idea that's really funny and surprising and everything (and doesn't involve the moon, fairly obviously) send your cunningly mocked-up picture to This One's Even Better Than That Eric Sykes Sketch With The Ball Comically Circuiting The Hole Before Going In (And It's Not Got That Bloke From Benny Hill As The Vicar) Competition, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW.

RULES

1. Employees of Future Publishing and US Gold, and their friends and families, are precluded from entering.
2. All entries must be received by November 30 1994.
3. The editor's decision is final.
4. Evidence of competitors beating Jimmy Tarbuck to death with a golf club will curry favour with the judges.

ESP Sports Management

PROFESSIONAL FOOTBALL MASTERS 5 VERSION

The Most Innovative Football Management Game Ever.

On the hardest level this very realistic simulation will test you to the limit. See if you've got what it takes to master the professional football league managers job using the most refined game available today.

In 1989 E.S.P. were the first company to create a commercial football management game solely dedicated to the 16 bit computers. Since then, we've been continuously devising new features with the direct consultation of hundreds of management game fans. This winning combination has created the most accurate representation of what football management is all about. Once you try it, you'll realise that the rest have merely been following our numerous leads in this field.

It's impossible to do justice to the hundreds of meticulous refinements included in this game but you will find a large proportion of the most significant below:-

Managers : 1 to 4 Human players, Performance statistics, Manager of the month/season, Pick any team in any division to start with, Automated features to make the game as easy or hard as you like.
League & Cup : Premier 22 teams, Division 1,2 & 3 have 24 teams, Play-offs, Tables. 7 Cup competitions with precise rules (2 legs, extra time, away goal rule, seeded draws, European Cup tables, 5 subs, non-domestic player restrictions etc.)
Games : Yearly fixture/previous list, Week fixtures/results, Results from previous meeting with opponent, a plethora of statistics.
Players : Real life statistics for 94/95 season, updated monthly. Real positions, height, age. Live transfer market, Contract & wage negotiations, Preferred foot (left/right/both), Loans, Injuries, Training, Special talents, Trainees, Goalkeepers (separate skill categories), Defenders, Midfielders, Attackers & Utility, Retirements, Foreign transfers, Unhappy players, Top 10 Hot shots.
Team : Tactics (1000 different combinations), Training, Aggression, Formation allows specific player field settings (Winger, Sweeper etc.).
Club : Sponsorship, Ground improvements, View opponent, Finances.

Places now available in our 94 manager PBM service and a limited number of Play By Mail operator licenses. Call Us For Further Details.

The Match : Real time scoreboard reporting goals & injuries yellow/red cards, Sound effects, Interventions permitted at any time to change tactics, formations and make subs. Physical graphical penalty participation (optional). Over 80 different referees.
Other : Fast load/save, Printer access, Over 30 options to set various game preferences, User friendly throughout with an excellent instruction book. Personal technical support if required. **SCOTTISH, ITALIAN & GERMAN VERSION 5's** coming soon.
Editor: Allows you to amend various items in saved games. Optional Extra.

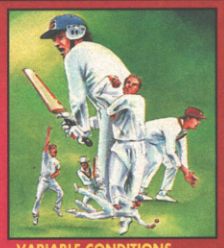
THE PULSE Horse Racing Tipping System

If you want the best horse tipping software that money can buy, then THE PULSE is it. The whole package has been developed by a professional punter. A fact, instantly recognised by many other well informed buyers of this product. The advise contained within the instruction book alone could save you plenty of wasted bets and anyone serious about reducing their losses or increasing their gains could not find a better tool to assist their aim.

• The mystic of horse racing is unlocked with the simple instructions, user friendly program and top class technical support. • In the last Open National Tipping Competition (1991) organised by Racecall this programs predictions came 2nd out of thousands of entries which led to a serious approach from a well know bookmaker, rejected in favour of supporting the public. • A wide range of built in statistics make rating a race a quick and easy job, compared to other available systems. • To keep the program constantly up-to-date monthly updates are recommended . If the general program guidelines fail to break even we send free updates to all entitled purchasers. Prices range from £25 to £40 depending the on length of subscription undertaken. • Specific details on some horses to follow, as recommended by a variety of inside sources is provided with each monthly update. • There's been many reviews in the press and under a variety of scrutinising conditions. All were very positive about the programs ability to perform well and a full summary of the developers results from main meetings since January 1993 is available upon request.

WORLD CUP CRICKET MASTERS

A fantastic graphical and/or tactical representation of Cricket that has been completely written by a traditional fan. You can physically participate with batting and/or bowling or leave it to the computer to automatically handle. See full feature list below:-



PLAYER VARIETY
- Rated on 8 adjustable factors.
- Left and right handed players.
- Range of batting types.
- Editor to amend game stats.
- Bowler types include seam, swing, change and both types of spin with 8 speed levels.

GAME OPTIONS
- 1 Day limited overs or test.
- White or coloured clothing.
- Three Cricket grounds.
- Load/Save game. Skill levels.
- Computer/Human players.

FRIENDLY CONTROLS
- Icon driven with point & click.
- Large 3D scrolling screen covering the entire playing area.
- Mouse controls bowler's line, length, direction field settings.
- Joystick control of batsman's attack level, strokes and running between wickets.

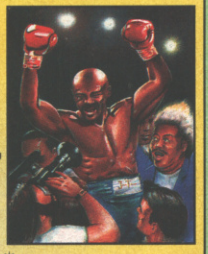
STATISTICS
- Scorecard & bowling analysis.
- Weather and ground reports
- Wagon Wheel
- Manhattan Chart.

VARIABLE CONDITIONS
- Surface and pace of pitch
- Rain, bad light, cloud cover, temperature and humidity.

ANIMATED ACTION
- Sound Commentary.
- Umpire signals.
- All the strokes cut, pull, drive, etc.
- Appeals, dropped catch, run outs.
- Bouncers, wides and no balls.

BOXING MASTERS

A fabulous game which concentrates on the management of up to 3 Heavyweight boxers. It's quite different to most other management style games since it has a high proportion of interaction with computer controlled human personalities. ie. negotiations with other managers, boxer contracts, staff recruitment and publicity events. There are many other conventional tasks for the manager like scouting for new boxers, finance, training and even fight tactics are part of your responsibility: using full arcade action you can participate in your boxers' performance inside the ring itself or, if you prefer, direct them from the ringside. Two player mode available, Sparkling graphics are used throughout the game and full details on the games major concepts follows:-



- The game has 100 ranked boxers with fourteen shown attributes, retirements on age and injury.
- Negotiate fight deals with twenty other boxing managers, arranging the size of the purse, the venue and the date etc.
- Choose any one of ten publicity stunts to pull in the crowds to your fights: press conferences, television, public brawls etc.
- You can appoint and fire a scout, physio, cornerman and a trainer. Training methods include punchbags, speedball, weights, roadwork and sparring.
- Your boxers can fight for World, European or National titles with mandatory defence. • The boxers performance in the ring is shown very graphically.
- A variety of tactics can be utilised during a fight; i.e. punch to the head, the body, inside and numerous time-wasting tactics.
- Fifteen ringside judges each have their own individual scorecards which are shown on the screen as the fight unfolds so that you can measure your fighter's performance. The reality of the fight is increased even more by the powerful sound effects of the crowds presence and the noise of the punches making contact.
- A wealth of statistical data which can be viewed and printed and should cover every desire. • Load and save facility • Comprehensive instruction book.

Formula 1 Challenge VERSION 4.5

This motor racing simulation is an incredibly addictive game for 1 to 4 players that has been developed over a period of years by true fans of the sport. You start the game with just one car & driver with the aim of building your team to win the drivers and constructors championship. All circuits, drivers, teams, car graphics, rules, engines etc., are accurate for the 1994 season and can be updated. Excellent presentation with full sounds effects. The sensational world of Formula One awaits.

- Watch races as they unfold, three levels of highlights.
- Crashes, spins, pile ups, car failures, stop/go penalties.
- Weather changes, fastest & record laps, make pit-stops.
- Four independent levels of difficulty.
- Accurate and detailed graphics of the teams, circuits etc.
- 15 teams, 2 cars per team, 50 drivers with varying skills
- Complete engine and tyre contracts, sponsors.
- Choose tyre compounds, train your pit crew.
- Tune your engines, change wing settings.
- Qualifying, 16 accurate championship circuits
- News section, realistic sound FX, weather forecasts.
- Load/save games, statistics saved, latest FISA rules.
- Full drivers and constructors championships.
- Fully descriptive instruction book.

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					FORMULA 1 CHALLENGE V4	24.95	
					WORLD CUP CRICKET MASTERS	24.95	
					CREDIT CARD NUMBER & EXPIRY E. & O. E.	GRAND TOTAL	

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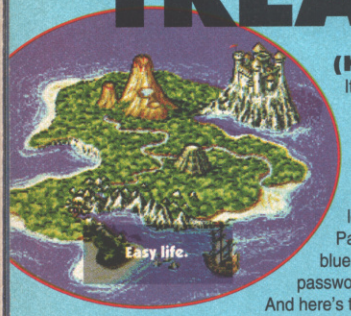
COMPLETE CONTROL

We know not what they look like, what they do, or whether they even agree AMIGA POWER to be the greatest thing to happen to Bath since the Romans built themselves their new swimming pool. All we know is that they can play their Amiga games with skill of which others can only dream, as Rich Pelly verifies..

TRAPS AND TREASURES



(Krisalis)

It's a cruel world, I know, but it somehow doesn't seem fair that after the effort Mr P Kerrison of Lincoln put into working out all one hundred codes for *Clockwiser*, after he painstaking typed out every password, printed them in perfect columns onto a crisp piece of paper, carefully folded and sent his letter by first class post to us, that John Williams of Paisley should receive equal fame for the scrappy bit of blue paper onto which he clumsily scrawled a single password for Krisalis' pirate-riddled latest. But, hey, that's life. And here's the password. For level two. It's 52011413.

BENEFACTOR

(Psygnosis)

Benefactor is a kind of *Lemmings*-variant, marred heavily not only by a severe lack of unoriginality, but by titchy graphics and a host of gameplaying flaws. Like the game it takes its inspiration from, it has lots of levels, a challenge which John Williams of Pailsey (a man who knows no fear) launched himself fearlessly into and, without any thought for his own safety, managed to get six codes. They might be for the underground levels or something, but due to appaling handwriting, I really can't be too sure.

Level 4 – 3JQL2M4JCK **Level 5 –** 3JQLGMQLGM **Level 6 –** 1BQUM25HQ3
Level 7 – 1LQ3ST4EQR **Level 8 –** QMB12MF23Q **Level 9 –** 38QMKGRNLH

8 PAGES OF INVALUABLE PLAYING TIPS START HERE

Benefactor	74	Jetstrike CD32	79
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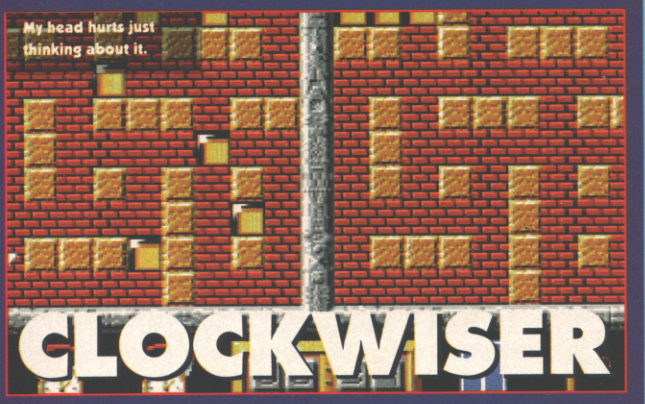


(Rasputin)

Always suckers a for a good puzzle game here at AP, we decided that we quite liked *Clockwiser* when we reviewed it back in August. Although no one, I might add, actually liked it enough to sit down and work their way through all one hundred levels, leaving that sort of thing to the likes of Mr P Kerrison of Lincoln. And Mr P Kerrison of Lincoln sure knows his puzzle games...

EASY PEASY
Level 2 – QWERTYUI
Level 3 – HOTSSSSS
Level 4 – MONINANU
Level 5 – KREZUWEE
Level 6 – STALIOPA
Level 7 – ZWEETSOK
Level 8 – LAARSMIO
Level 9 – PORFEDIE
Level 10 – DERFGENO
Level 11 – IELBEDIE
Level 12 – BRABEKIL
Level 13 – PLUISJES
Level 14 – ATSEWENT
Level 15 – CHACHOLI
Level 16 – PIROWARF
Level 17 – JILSAPOI
Level 18 – DRILBILL
Level 19 – FLOSEPIL
Level 20 – BLUBSALF
Level 21 – MEGABYTE
Level 22 – YABADABA
Level 23 – KRAKAMIK
Level 24 – KIKASTIK
Level 25 – OKIDOKIH

TOUGHISH
Level 26 – HATSEKIE
Level 27 – OSSEFROS
Level 28 – GRATGOPL
Level 29 – HUIPERTU
Level 30 – OLKEPOLK
Level 31 – HATSJIEH
Level 32 – GRUMPIER
Level 33 – AIAKKIJA
Level 34 – BRUIMBIE
Level 35 – KWEZELTA
Level 36 – GRINOLDE
Level 37 – RHINBOLD
Level 38 – HUIFREZI
Level 39 – OEPSADAI
Level 40 – PEAHSOUP
Level 41 – HASHNIPO
Level 42 – AKIRAJAN
Level 43 – BEBIBOLK
Level 44 – SPRITSOR
Level 45 – FLUIMPIE
Level 46 – GNEZOLIP
Level 47 – PILIPOLT
Level 48 – POLKAZAR
Level 49 – SNOZALAF
Level 50 – PRETOVYT

NERVE-WRECKING
Level 51 – BLAARZAK
Level 52 – KWEENIET
Level 53 – WALDRILK
Level 54 – CHRIETIT
Level 55 – SLISTOPI
Level 56 – DRUIPIDO
Level 57 – PLOGHIOK
Level 58 – GROEZELT
Level 59 – REMMELCK
Level 60 – KROKKULN
Level 61 – ALLEMAFP
Level 62 – KIKELSTO
Level 63 – PAPAZAKS
Level 64 – BIBOBATS
Level 65 – PEPODROL
Level 66 – HATSIKOO
Level 67 – PERIDORO
Level 68 – ADROPORI
Level 69 – RUISLIBS
Level 70 – FDDELEH
Level 71 – FOFOFOFO
Level 72 – PIELEMOS
Level 73 – BIBELEBO
Level 74 – BELLEBEE
Level 75 – FIDELDOM

IMPOSSIBLE
Level 76 – ZWAZZAZZ
Level 77 – BRAZMRAZ
Level 78 – FLOBBEDO
Level 79 – DIDELDEE
Level 80 – MALLABOO
Level 81 – JITNEFOO
Level 82 – SNITNEDO
Level 83 – RUDOBORO
Level 84 – BOLIBELI
Level 85 – REFKELEN
Level 86 – ZEBEDEBO
Level 87 – BOODJING
Level 88 – KRIKEPIK
Level 89 – DIDODEDO
Level 90 – SCHEBEDO
Level 91 – NITNEJOO
Level 92 – FITNEDOB
Level 93 – LAUWMAUW
Level 94 – VUUAAUMK
Level 95 – VOELBOEL
Level 96 – DUBBELUP
Level 97 – DRIBELDI
Level 98 – DROLZWAK
Level 98 – KWAKSLAB

HEIMDALL 2

(Core)

"Whilst playing *Heimdall 2* on the CD32," adds Martin Cooper from the Isle of Wight to the solution we ran between issues 40 and 42, and the cheat we printed in issue 41, "I have discovered a method of getting loads of money. When you complete a world, don't collect the Restart book in the Hall of Worlds but instead proceed into the next world and collect as many bonuses as you can. Then return to the Hall of Worlds, get the book, save the game, load up again and you will still be in possession of all you have collected, but the bonuses will have reappeared in the next world and are up for grabs. And as is expected for this type of thing, you can repeat the process as often as you like."

SYNDICATE
AMERICAN REVOLT MISSIONS

(Bullfrog/Future Publishing)

Just to recap. It was way back in AP2 that we first broke news of *Syndicate*. It had only just been started then, was going to be called *Hired Functions* and although the ideas were there ("You play the head of a futuristic corporation") nothing had been finalised ("The gameplay may even spill out into jungles, and onto oil rigs and ships"). Issue 17 saw our first proper preview ("Provided it's not all too ambitious we may be looking at the next generation of god sims") and by issue 28 it had us convinced ("A fully-charged saga of cyber-induced power struggles, this game's got everything. 91%"). We continued to plug our enthusiasm over subsequent issues ("An extraordinarily absorbing strategy/god sim/shoot-'em-up"), ran tips in issues 30 and 31, printed a cheat in issue 33, broke news of the Revolt Mission disk in issue 38, informed you of the complete playing guide in issue 40 and started our own guide to the Revolt missions last issue (from Russel Bagley of Halifax), with an aim to concluding this month.

And next issue, if you can wait that long, we'll be including the knitting pattern for you to crochet your own *Syndicate* bobble hat.

GREENLAND

Kill the guards up on the towers and wait for a car. Stop it with a long-range rifle and kill the driver. Now walk carefully around the complex picking off any guards you see with gauss-guns (or, at a pinch, the rifle will do.) Get in the car, drive inside, pull out your lasers and send two men to opposite sides of the building, turning them to face you. Carefully move south down the alleys shooting all the guards you can get with the red target. Quickly kill any other guards within range and drive the ambulance to the pick-up point. Don't shoot any of the cars, though, because they're all crammed to the roof with guards.

ARGENTINA

Arm up with lasers, and have a couple of gauss-guns on stand-by too and move west. The first building is defended by small groups of laser-armed agents, so position yourself according to where you can see the next group are going to appear. Carefully move west (keeping as far south as possible) only when you are sure that everyone lying next to you is dead, stop in the cover before you reach the main building, arm one unsuspecting volunteer with gauss-guns and send him in. Fire a few rockets into the guards, activate the shield, run to the left of the guard tower, kill everything that moves and cover yourself. Deactivate the shield, drop empty weapons, snatch anything that the guards may have dropped and wait for your health and shield to recharge. Step out, kill the guards, move in the rest of the squad and, using lasers and gauss-guns, kill all the guards as you walk to the target. As soon as the crime boss is dead the mission is over.

MEXICO

Wait for the enemy agents and burn them up with lasers. Once you've killed nine or so, split your group and move out paying strict attention to the guards lurking just outside. By now the policeman should be on the move. Stay close to the wall and he will drive past, then concentrate all fire power on the car, even if others are in the way. It might be an idea to leave a man or so at the start to give you another chance if the others get wiped out.

NEWFOUNDLAND

Don't follow the scanner; instead, move far east, north, west and down the road to the pipes. Follow the pipes to the west, then when they dip into the ground, cross over, take care of the guards in the house and taunt the others out of the building housing the target. Move to the lamp, blow them away, persuade the man, send out a few agents to clear a path to the pick up point and lead him out.

ROCKIES

Arm one man with three or four gauss-guns, send the team west on your first turn, stop the armed agent in the centre of the road and send the others south to engage the enemy. Fire a couple of rockets to remove the car blocking your way, send your number one guy around the wreckage (not too close or the guards might get him), blow away the second car and you should reach the car park which you had to trash in the original *Syndicate*. Sweep the area to kill everything that moves. Once you've clapped eyes on your target, she'll take off in a car. Follow her from a safe distance, removing any trouble which might come her way.

MID WEST

To your disadvantage, every enemy agent is armed with a laser, and every policeman with a mini-gun. Deploy your men with energy shields, mini-guns and plenty of lasers and gauss-guns. Head directly into the sheltered building to the east, laser the agents and mini-gun the police, and watch out for the guys coming down the alley. Keep adrenaline low to replenish health to a maximum, and when not under threat, reduce intelligence and perception also. Look around to see if any agents are on your tail, then make tracks for the targets and dish out some justice.

URUGUAY

Run north to the building, stay close to the wall ready for some agents then, when done, hold on for some more, run north to the far building, grab the medi-kit, fire a gauss-rocket to the platform above, pull out your mini-guns and let the enemy eat lead. Run over to the dead guards, re-claim as much energy as possible, let any guards still alive above you have it and head to the south, preparing yourself for a multitude of enemy agents. Once you've seen them all off (and check that there're none left), grab the medi-kit and move out. Avoid damaging the cars as you kill the guards by the Science building, jump inside one and drive inside, past the door. Get out and send in just one man. Be very careful when taking out the guards because the scientist is particularly vulnerable. He's the one, incidentally, up on the platform surrounded by all those guards, so you'll have to coax them away in order to do them over which might mean sacrificing an agent in the process. If they start to shoot, retire back outside, re-charge and go back in for another go. Energy shields will reduce the risk of having to do this, of course. When they're all dead, run in, persuade the target, send out an agent to clear a path to the pick-up point, ensuring that all possible threats have been removed or the scientist will be shot and you'll have to do the whole thing again.

GRAVITY FORCE 2

(AP39 coverdisk)

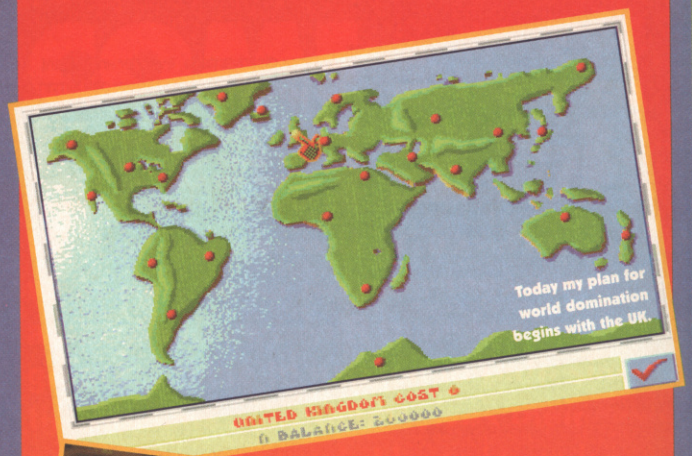
"Our car broke down," "My Gran has just died" and "There was a notice on the bus which said 'dogs must be carried' and it took me ages to find one." As any schoolboy worth his pencil case and PE kit will know, the beauty of remaining innocent until proven guilty can get you out of many a scrape when confronted by persons in a position of power. You can lie through your teeth, but unless they can afford the time and energy to go about proving your deceit (and provided you don't crack), you will remain totally in the clear. Such reasoning has managed to get me through many a month of handing my Complete Control copy in late, an assortment of Production Editors never questioning the variety of near-fatal diseases I claim to have caught, the abundance of elderly relatives I claim to have lost, or the ridiculous excuses along the lines of "I've just had both my arms amputated, and it took me rather longer than usual to type it all out with my nose" which I am forever concocting.

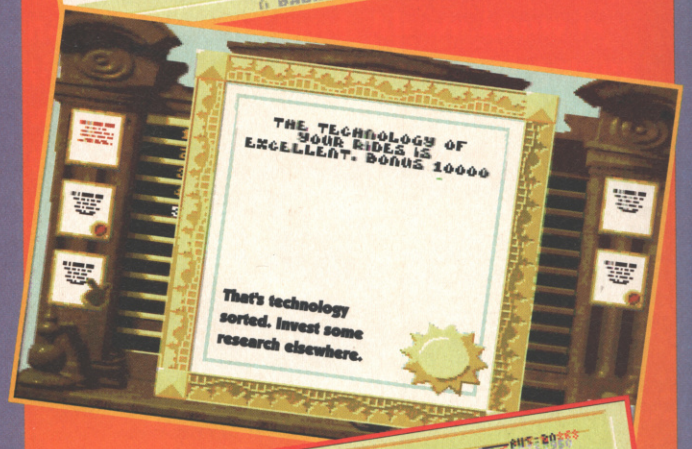
I know they know, of course, but should I ever need an excuse for being late again, I now have it. "Sorry, but I've been playing *Gravity Force 2*," is all I need say, and an office-full of guilt-ridden heads will disappear behind their respective monitors, shamefully aware of the hours they have wasted playing surely one of the top three games of all time (and which we gave you for free!) when they really should have been writing the mag. JD managed to cover himself for the hours he had put in by way of some tips in issue 41, but typically his 'help' proved about as useful as testing the flammability of your best sofa by dousing it in paraffin and torching it with a flamethrower when compared to what an anonymous fan from Shepshed has to say.

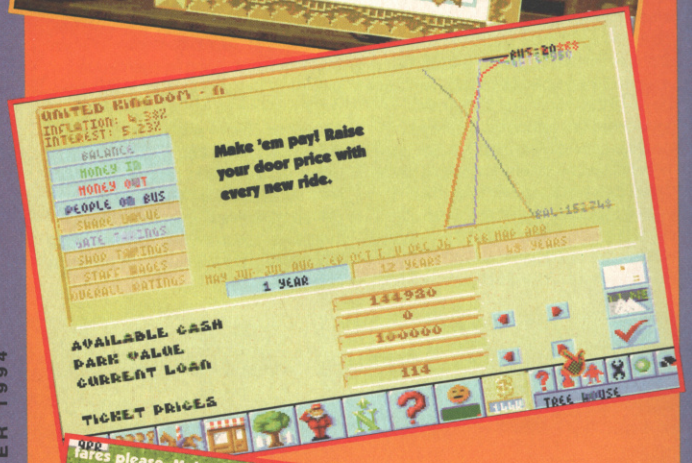
There are many things, apparently, which you can type in on the main menu which allow you access to a number of options. If you type 'CHEAT MENU' (making sure that the arrow is not on 'START GAME'), you will be able to put your lives up to 250, while typing 'GLAPPKONTAKT' will cause your opponent's engine to become a bit dodgy. Typing 'ULE', 'SHOW LT' and 'BITS', 'BARF', 'ROXER', 'TOMAS' and 'SNIX' do things too. And in case you were wondering, on the 'Lying S' race, all it says is *(Sorry. Not yet. – Ed)* at the top, so it's not really worth all the trouble seeing if it's going to be something rude (because it isn't). *(Or is it? – Ed)* If you do want to check it out for yourself though, chose Extra Fuel as your special weapon, go to the start of the tunnel to the right, use– *(Snip. All very clever and anything, but hardly in the* Gravity Force 2 *spirit that we at AMIGA POWER wish to perpetuate. Do it properly. – Ed)*

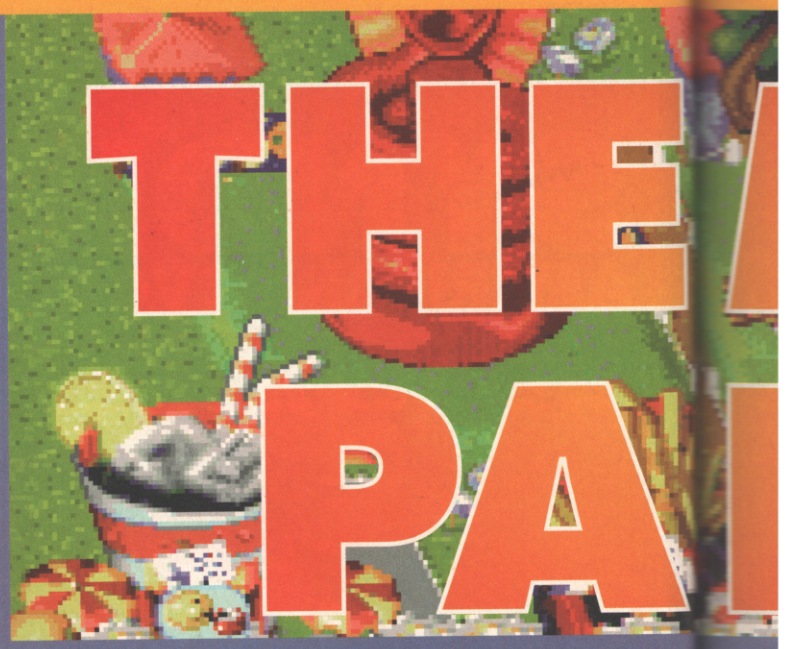
DON'T FORGET

We need your tips, and (after a brief word with JD) we've even decided to provide some sort of incentive. From now on the three most helpful readers each month will receive some sort of prize – a T-Shirt, a game, a pen, a wig used from our Secret Cavern Beatles photo-shoot or whatever – so get scribbling to:
Complete Control,
AMIGA POWER,
30 Monmouth Street,
Bath BA1 2AP
and we'll make it worth your while.









THE PA

Rival the exploits of Fred Pontin with our superb guide to all things themey.

So you read the review in the last edition of AP and thought to yourself, yeah, that looks pretty easy. I'm going to go down the shops and get meself a copy of that. Design a park, make a wad and feel superior to Cam who wrote the review and admitted he wasn't much good at it. But nothing, but nothing, would work. People didn't go on the rides after you set them up, there was puke everywhere and no matter what stunts you pulled, you just weren't making any money. Well, it's a good job you bought this mag isn't it, since we're going to take you by the hand and tell you just what every fairground (that's the preferred term here) tycoon should know.

MY FIRST GAME

Look, you're not impressing anybody by rushing straight into the game. If you don't sit through the tutorial on your first game, then you won't actually understand the basics of building paths, rides and queues. If you don't understand that, then we can't help you.

MY SECOND GAME

Slow and steady wins the race. Rome wasn't built in a day. You can't make an omelette without... erm... Look what this bit is trying to say is, don't try and build a massive park straight away. Start with a small, well-maintained base that pulls in a steady though not necessarily spectacular revenue. Things won't all go wrong at the same time, and you'll be able to deal with problems as they crop up. Concentrate on keeping customers satisfied and costs down. Don't employ too many staff straight away. Just manage them better!

THOUGHTS

The little peoples' thought bubbles are a gold mine of ideas for

how to improve your park. Ignore them at your peril, since by the time a thought crops up they're already desperate. Use the bubbles for fine-tuning prices on your shops and place your first toilets where people start musing toilet thoughts.

HE'S TRYING TO HELP YOU...

When the advisor warns you that the door price is too high or that you can increase prices somewhere, always act immediately. When he says to increase food prices, for example, then go just beyond the level he advises you.

EASY RIDER

Rides are the key to a successful park. The fairs with the best and the most rides can charge the highest door price, get loads more visitors and make a wad more money. The most important thing to strive for is a wide variety of rides, as opposed to a pile of identical ones. Always choose a new ride over an existing one. If you do end up placing identical rides, make sure they're at opposite ends of the park.

PLACING RIDES

Chances are, in early games, you'll frequently place rides in the wrong place. If you make this mistake, then don't forget that you have a clear month before you pay for the ride during which to delete the offending item. If you've gone over that deadline then you'll lose money, since you can never actually sell rides on. Minimise the horror if the ride is terribly positioned, by using the move exits icon on the ride information screen.

QUEUES

When your queues get too long, the best strategy is to shorten rides. You can also make the queues longer, since no matter how long they are they'll always fill up. Speeding up the rides will cheer up miserable people who've waited too long.

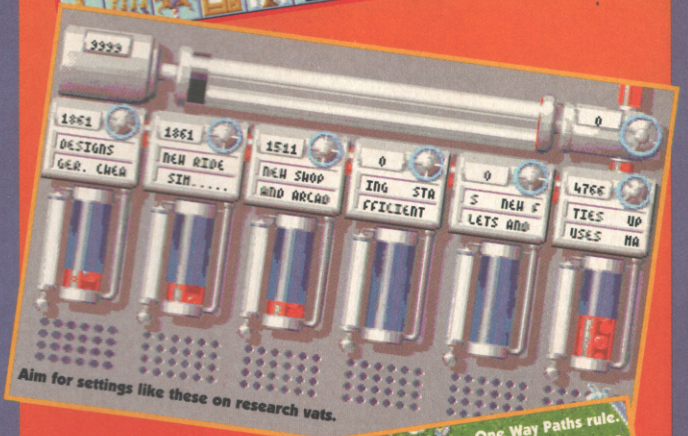
LET'S GO SHOPPING

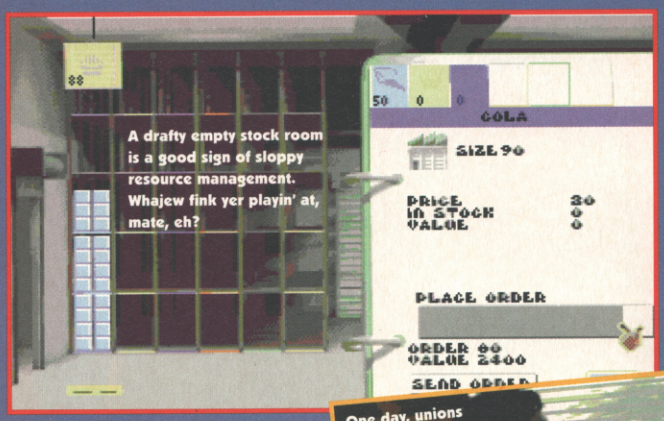
Shops are great, because they provide instant cash returns and keep the little people happy. There are a couple of drawbacks however. The first is litter, which makes the little people unhappy and reduces your chances of winning the most pleasant park award. The coffee shops have their own bins, but all the food stalls generate litter. The way to deal with this trash mountain is to zone handymen on the routes with lots of food stalls, grouping food in one area can also help.

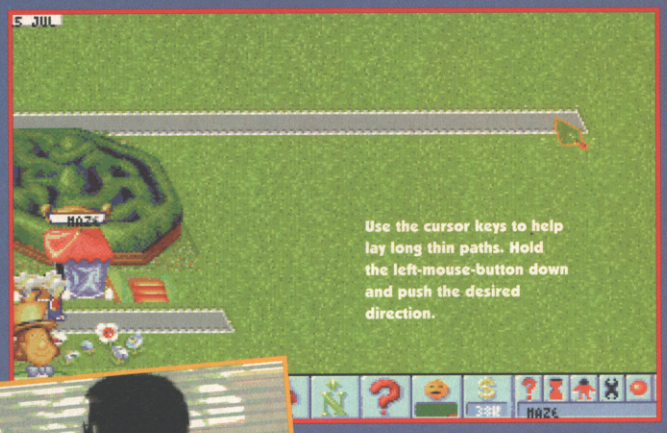
STOCK CONTROL

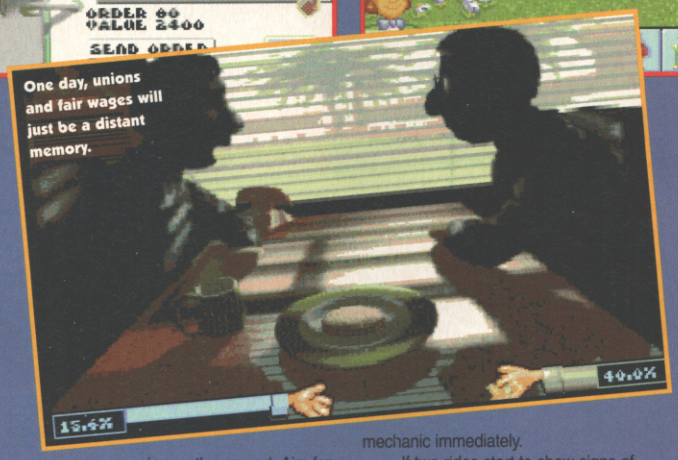
The second problem with food stalls is the constant need, on full sim level, for them to be restocked. By the time the advisor tells you that a shop needs restocking, it's already too late, so you'll need frequent visits to the warehouse screen to check the levels. Every moment a shop spends shut is money out of your pocket, since the people are always hungry.

Try to get into a rhythm for checking stock levels and ordering extra. If you over-order, then any surplus is immediately wasted. Do.n't worry too much though, because stock can be intercepted and sent back to whatever depot it came from simply by re-ordering. The new stock will be ordered *instead* of the old. ➤









FANCY YOUR CHANCES?

Stalls are a fairly tough balancing act. While you want to make lots of money on them, you also have to recognise that the little people aren't stupid. If they feel they're being ripped off then they'll be made unhappy. Additionally, if you don't set your prizes to cost ratio right, then you could actually be losing money on them. A simple rule to follow is that a small cost and prize, coupled with a moderate chance of winning, provides more income than a more risky, high cost, expensive prize and lower-chance stall. As with rides, aim for a variety of stalls and avoid placing similar stalls too close together. Unless the stall is particularly addictive, customers are unlikely to be making repeat visits.

THE LATE FEATURE

Most players neglect features when building their parks. They've usually got their eyes on the rides, and can't see the value of trees and the like. But, chucking in a few features here and there is an easy way to win the Most Pleasant Park Award. That's cash in hand! Toilets are absolutely essential since a customer who needs the loo and can't find it will simply trot off home.

STAFF

You can't run the park on your own, and so pretty soon you'll need to employ a few staff to help you out. Keep an eye on them though. Until you've invested in training, they're a right slacking buncha yokels.

HANDYMEN

Start employing handymen the moment litter starts appearing on the ground. Aim for one handyman for every three litter generating stalls. They quickly get confused by complex path systems, so make sure they're zoned at the earliest possible opportunity. The zoning works through waypoint navigation, so only send them along straight lines between zone markers. Leave some handymen unzoned and airlift these with the tweezers into trouble spots.

MECHANICS

You don't want your rides exploding or breaking down. That's why you need to employ mechanics. Most first time players can't understand why they're always chomping away on sarnies, but they'll only be taking an unscheduled tea break if you haven't found something for them to be doing. When rides start to break down, they send out a distress call, but you can't just rely on that. Scan through the park as often as you can, checking for smoke, and if you see any assign a mechanic immediately.

If two rides start to show signs of impending disaster, you don't always have to hire extra mechanics. You can try slowing one ride down, shortening the length of rides and deleting queue chunks, to keep one ailing ride open, while your mechanic gets to work on the other. It's a dodgy strategy however, and you'll have to keep a careful watch on the spanner on the ride tool up bar. When it's about to fill with red, you'll have to close the ride down or risk disaster.

ENTERTAINERS

These silly-suited employees have a couple of uses. Firstly, whenever it starts raining make sure there is one by both entry routes to hand out umbrellas. Secondly, chuck them in long queues to cheer up the bored customers. Entertainers tend to congregate, and without training will rarely go in search of guests, so you'll need to tweezer them into action! When they're beaten up by thugs, most players just sack them rather than waiting for a recovery, which is brutal, but effective.

GUARDS

Your name's not down. You're not coming in. Or something. The guards are only useful if they catch thugs in the act of vandalising rides or beating up entertainers, so you'll need to move them around after the thugs. One strategy is to place an entertainer in the path of a rampaging thug, sacrificing him to their steel toe-capped boots and flick knives, so that the guards can actually see it happen.

BOSSES VS WORKERS

With staff you're likely to come up against a negotiation screen sooner or later. Don't bother losing the negotiation because strikes help no-one. You end up with a more dangerous, litter strewn park in the month before they return to the table, and when they do return you'll have an automatically higher settlement to deal with anyway. The best strategy is to take the hand right up to the union rep at the beginning and then coax him back down, making tiny forwards movements if the hand stops reaching towards you, then pulling back immediately. If you get around 14% you're doing okay, but Peter Molyneux insists you can go as low as 4% every time. Skill-age! *(Actually I find that if I go right over to the union rep's hand, then pull right back the other way until there are only two biscuits left on the table and then go for an agreement I get between 1 and 6% settlements. – Smug* Theme Park*-playing Prod Ed)*

DON'T YOU JUST LOVE BEING IN CONTROL?

You know how fiddly it can be laying long paths with the mouse? Well, it doesn't have to be like that. All you need to do is hold the mouse button and use the cursor keys to track the desired direction, without any wandering.

MASTERCLASS

Next month AP will bring you the definitive guide to building the very best park you could ever wish for, with tips on better layout and financial planning. See you then.

● *JAMES BINNS*

JETSTRIKE CD32

Whoosh, zooom, wheee, dagga-dagga-dagga, neeeeoow, ker-blam. Oops.

So I've been playing this for a week, JD has despaired of me ever sub-editing a page again and what have I got to show for it? I'm on level 37.

Level 37 eh? Not bad. I was beginning to wonder just how many levels there are though, so I phoned Rasputin.

"Er, we'll just check," they said. There were a few moments of static and then they were back. "There are 150 combat levels..." The telephone slipped from my inert fingers. 150? One hundred and fifty?? ONE HUNDRED AND...

Cam was throwing cold tea over my face. My eyes swam, everything blurred, and then snapped back into focus. "Where am I?"

"You're at work, you sap," said Cam, and went back to reassembling his GPMG 7.62mm belt-fed machine-gun which has a cyclic rate of about 600 rounds per minute, apparently.

150 levels! So I offer these tips with some humility (not very much of course, or I wouldn't be one of the lucky few that work for AP).

● Right, first thing first. Horses for courses. There is a bewildering array of modern military aircraft for you to use in *Jet Strike* and many of them are in limited supply, so find out what each of them is good for by flying the training missions. I don't care if you think they're boring, you really won't be able to complete all the missions unless you have a really good understanding of how each plane flies.

● The same goes for the weapons. Find out in the training missions which weapons do what.

● Once you've finally started the combat missions, do your best to use the absolute minimum force required on each mission. Use the Goshawk and the Aeromachi (the two planes you have lots of) whenever possible. Likewise the weapons. One of the most useful weapons is the Hellfire Anti-Tank rocket which will lock on to almost any ground target, but these are in relatively limited supply. The TOW anti-tank missiles are not as good, but are much more plentiful and will still lock on to targets. Use these when you can. It is, for example, quite possible to take out ships, SAMs , flak, trucks and tanks with the TOW.

● Make sure you collect as many of the bonuses as you can. The later levels become impossible without a good range of bonuses under your belt. Something that's mentioned in the on-line manual is that you can get bravery awards for performing missions with antiquated aircraft. Do this fairly early on. This not only leads to better and more frequent bonuses, but saves your limited supply of really top-class aircraft for the later, much more difficult missions when you really need them.

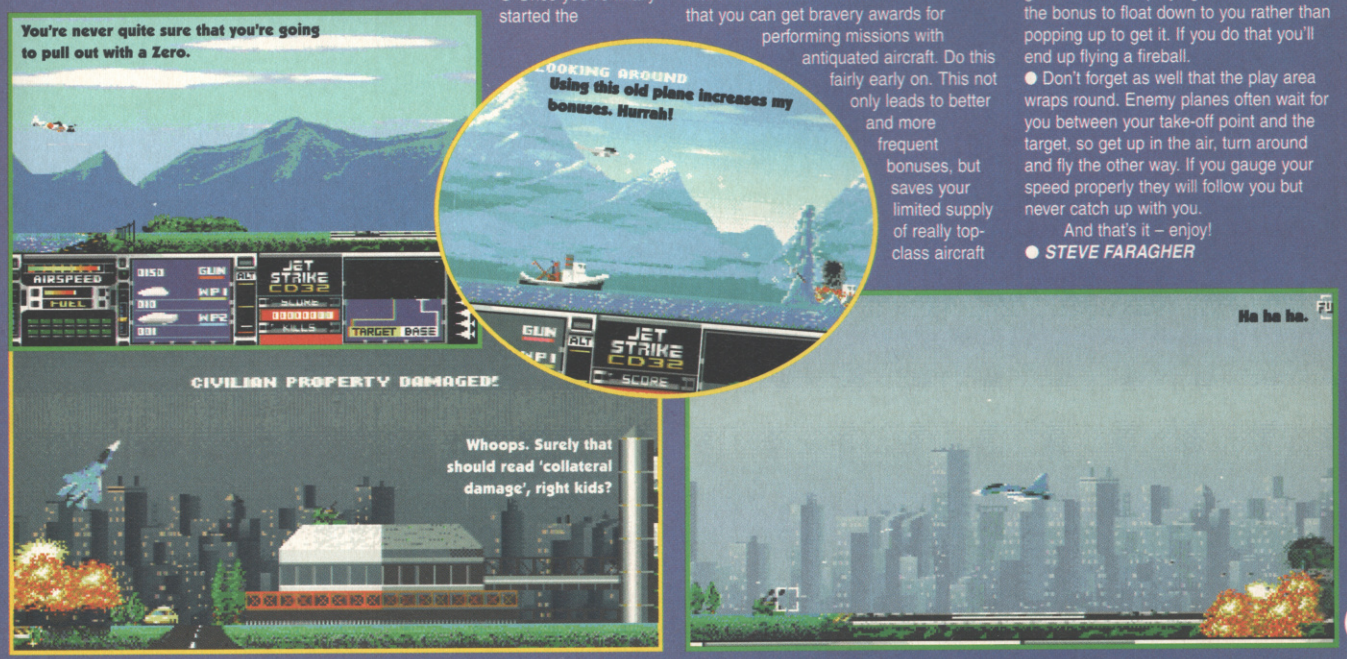
● Be really sparing with your use of helicopters. On certain levels these can be a god-send, but aside from the Wessex you have a very limited amount of useful ones. One thing that works really well is to be prepared to fly more than one aircraft on a mission. On a pick-up mission, for example, you should take up an Aeromachi with TOW ATs on board, fly along at just above ground level and take out all the anti-aircraft weapons on the way to your target. Then return to base, swap for the Wessex and you can fly safely along to your pick-up.

● The enemy fighter planes are a problem if you're in a poorly armed and armoured craft, but they will be unable to attack you if you fly really low. If you're flying low and get a bonus, keep flying low and wait for the bonus to float down to you rather than popping up to get it. If you do that you'll end up flying a fireball.

● Don't forget as well that the play area wraps round. Enemy planes often wait for you between your take-off point and the target, so get up in the air, turn around and fly the other way. If you gauge your speed properly they will follow you but never catch up with you.

And that's it – enjoy!

● *STEVE FARAGHER*



IN SCHTOOK?

Then (hey!) you need...

THE LAST RESORT

with Rich Pelley

If a game has got you baffled, then there's only one man round here who's likely to care – introducing the ever popular, effervescent lord of tippery, Rich Pelley.

Hello. Wilf, Future's security man here. Not for the first time, Rich claims to be suffering from writer's block, and wondered whether if he just didn't bother to write an intro at all, Steve or Jonathan would do it for him. "You must be joking," was of course the overall consensus, with mutterings of "The lazy git" and "Can't we sack him?" audible as they left for home.

It wasn't until 9.55pm when I came to lock up and found Rich crying over his keyboard (with still no intro) that I became aware of this and offered to help. Trouble is, I've no idea what The Last Resort is. In fact, I don't know anything at all about computers. It's taken me half an hour just to type these twelve lines. I just make sure that the windows are all closed and lock up everyday... *(Okay, thanks Wilf. – Rich)*

SIMON THE SORCERER

Q "How do you get past the snowman? And what is the glob of wax for?"
James Hare, Portsmouth

A To pass the snowman (in answer to your first query), talk to him and then melt him by eating the mints. If you are still yet to come across these they are through the door (which you'll need the paper and the rat bone to open) and down the stairs from the location you are taken to when you climb into the cardboard box at the village . And in answer to your second, the glob of wax is used to unstick the beer barrel from the bar. Ask the barman for a drink and use the wax whilst he is distracted, the beer barrel in turn coming in useful for gaining access to the Dwarven mine.

THE MANAGER

Q "Is there a cheat for *The Manager*?"
Pedro Emanuel Duarte Martins, Portugal

A Yes. Position the cursor on the arrow below where it says 'MAIN MENU' on the preference screen, press

LOOSE ENDS

You may scoff, but just because I don't know the answer to these questions doesn't necessarily mean I'm a failure. *(It doesn't? – Ed)*

Q "What do I have to give the skull who requests 'Remembrance' in VALHALLA because I am well and truly stuck without knowing."
Andrea Evans, Colwyn Bay

Q "How do you get past the Loco Motive level in COOL SPOT?"
Donal Phelan, Co Kilkenny

Q "In ISHAR 3 I can find all the ingredients to turn the badger or raccoon into a human again, except for the Kelonia Powder."
Dave, No given address

Q "I'm currently going insane because of MANIAC MANSION. How do you open a) the garage door, b) the door beside the nuclear reactor and c) the safe over the nurses room?"
Edna Norton, Couldbeanywhere

Q "I have recently purchased the game CAPTIVE 2: LIBERATION for my Amiga and I am having trouble working out how to use the bugging devices and scanners (in fact I don't even know what they do) even after referring to the manual. If anyone also has anything else useful to add to the tips published in issue 38, I'd love to hear from them too."
Ben Pine, Dorset

Q "Recently while playing JETSTRIKE I was flying along when what I can only describe as an alien space craft appeared and vaporised my plane. I parachuted to safety, but when I reappeared on the runway I was in a futuristic jet (not available from the usual aircraft list) with an awesome array of weapons. Does anybody know what was going on and how I can do this again?"
Antony Horner, Huddersfield

Q "I've been following your guide to BENEATH A STEEL SKY and bought issue 40 thinking, great, I'll be able to finish the game now. When I use the Anita card in the interface for LINC-SPACE I can blind the first eye ball, but when I get to the tuning fork I can't for the life of me blind it again. If I try to pick up the fork I just get zapped out of LINC-SPACE. Why?"
Mark Gibbon, Tyne and Wear

Q "In THE SETTLERS everything goes along nicely, but although my miners are being fed they still go on strike. What am I doing wrong?"
Jordan Eaton, Cleveland

Q "Following your guide to HEIMDALL 2, I reached the entrance to HER'KER'YN.The door was closed and, despite wandering around for hours, remained so. What do I do?"
John Summers, Durham

Q "Is there a cheat for BANSHEE? I love the game, but a level selector would certainly be appreciated."
A GF2 Player, Shepshed

CASES CLOSED

Thanks and a personal invitation to come round any time to my house for tea to all these people.

WHERE SLEEPING GODS LIE

Q Part two of Lee Blackman of Nottingham's solution, as requested by **Phil Ducker of Bedfordshire.**

KINGDOM TWO

Travel east or south to another landscape – the entrance to the Dwarven Caves is at the southern extreme of either landscape. You'll require the lantern dropped by the dwarf you shoot near the entrance in order to climb down. Enter the caves and head south – you find a spider's lair in the second cave. Pick up the rope to allow escape from the caves, go to the throne room of the Dwarf King to the side of the next southern cave, kill him and grab the Prince's crown. Go back and hand over the crown to the Prince who's waiting at the cave entrance. As a reward you are given some gold. Return to the caves and head for the southern exit. There's another mole hill in the landscape which contains a Belt of Long Capacity *(Whatever that is. – Rich)*. Combine this with poison darts and a blow pipe (which you're bound to have come across by now) to make a very lethal weapon. Travel south and you will encounter a fountain in Southern Sylvar. This takes you on to landscape three."
Lee Colin Blackman, Nottingham

F1 GRAND PRIX

Q A strange request arrived from one of those infamous people whose name inexplicably disappeared off the bottom of the page, in issue 39. "I've now played F1 GRAND PRIX so much that I find it much too easy," wrote the mysterious fellow, in hope that someone would set him a suitable challenge.

A "Try racing with 'A' or 'W' tyres, denting both the front and rear wing before you start, limiting yourself to the first three gears, increasing downforce to a maximum on the fast tracks (Brazil, Germany and Britain) and reducing it to a minimum on slow ones (Phoenix, Monaco and Australia). In the worst car (that's car 31, 34 or 35). Changing types every five laps. Only using external views. *(And all whilst having your genitals connected up to electrodes, and being flogged senseless with a knotted rope... – Stuart)*"
Howard Waddington, Cheshire

LEMMINGS 2

Q The story so far. Gary Jenkins of Sidmouth was stuck on Beach level eight, to which Joseph Robertson of Roberton proffered some advice. This wasn't much use though, as Joona Palaste of Finland pointed out as he wrote in to correct Joseph, conceding in the process his own lack of skill at Classic Level ten and Sports Level five. Dominic Conneally of Plumstead has written in to avail Joona (he himself can't do Sports level six or Egyptian level five – anybody?), but as I couldn't quite read his handwriting it's over to see what **Michael Pickering of Hull** had to say.

A "CLASSIC LEVEL TEN There are three key players in this level. a) CLIMBER NUMBER ONE: Make a climber from a lemming walking to the left. Before he reaches the second drop, make him bridgebuild over the exit, then when he lands let him mine (and bash if necessary) towards the bottom left enclosed space, but don't let him fall. As he turns and heads back up the slope, have him mine right and bash beneath the metal block so that he reaches the space in the wood and turns. Then when he reaches the intersection of the two diagonal tunnels, bridgebuild him to the right back to the exit. b) CLIMBER NUMBER TWO: Make a Climber from a lemming walking to the right. Bash through the first block of soil, he will fall into the enclosed space to the right, turn, and head towards the wood beneath the exit. Bash him alternatively left and right to remove the wood and after a while he will fall into the horizontal tunnel made by the first Climber. c) DIGGER: When Climber two has almost finished removing the wood, dig down from the start so that the lemmings fall towards the escape tunnel at the bottom of the screen created by Climber one. They will walk to the left, turn and head up the slope to the exit. Climber one and two will be working at the same time, of course, but you'll have to time it for yourself.

SPORTS LEVEL FIVE

"(Er, next month, I think. – Rich)"
Michael Pickering, Hull

DEUTEROS

Q Antony Williamson of Skegby. Who he? The man who was stuck on *Deuteros* two issues ago.

A "The game is in fact lying when it tells you that you should be destroying the mechanoids. Instead, build part of an Orbital factory around Securia to protect your system from further attacks, and a complete one around Jupiter along with a Research Centre. Now wait a while, and begin researching for the Galleon."
Jon Harvey, Glasgow

OSCAR and DENNIS

Q Justin Sira of London was simultaneously stuck on both theses games. Help has arrived."

A "Here's how to finish these games.
1) Purchase two Jiffy bags.
2) Place the Oscar and Dennis disks in their own Jiffy bags.
3) Seal the envelopes.
4) Address the bags to Ocean Software Ltd, 2 Castle Street, Castlefield, Manchester M3 4LZ and Flair, The Smithy Side, 7 Belle Villas, Ponteland, Northumberland, NE20 9BD respectively.
5) Post without delay.
The key to the success of this solution is not to put your own address anywhere on the bags."
Alex Smyth, Sheffield

DUNE 2

Q Ben of Uttoxeter was stuck on level eight...

A "When you start you should build two refineries and order another Harvester from the Starport. Build up a defence by placing turrets around your base as this will be your only defence against Ornithopters. Order siege tanks, rocket launchers and carryalls, and also three or four quads to scout the enemy territory in suicide missions. A repair facility will be cheaper in the long run also. Use rocket launchers to destroy enemy turrets from a safe distance whilst defending your own with tanks. Centre your attack on the enemy construction yard, using the death hand if you have one. Let as many enemy harvesters have it as you can, keep checking Starport for bargains and on buildings for damage. There's no need to build a high tech factory provided you have enough spice silos. Mission nine is then much the same but if, of course, you've already tried all of this for mission eight and failed, then you're just plain hopeless."
Cardinal Taylor, No Given Address.

Q ...whilst Ian Cawley of No Fixed Abode wanted to specifically know how to build an Ornithopter on level seven.

A "You're supposed to build a high tech building, but all I did was protect my base with rocket turrets. (Although if anyone's got some rather more helpful advice... – Rich)"
John Williams, Paisley

Well, two pages, 2564 words and a whopping 15 jokes later (all right, I forgot to put any in at all), that's it. If you want, label an envelope 'Questions' or 'Answers' accordingly (but not 'Questions or Answers' as a couple of prats always do) and bung it to

The Last Resort, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW

and I'll see what I can do.

D a few times and you should see a white line appear in the border. Enter the transfer market and you will discover that all your players have maximum statistics, and you have £24 million to spend. Also, try starting a game with two managers, and have the first put a player up for transfer. Offer to buy the player with the second, but decline with the first. Next week, take the player off the list and he'll have scored 130 goals, and you'll win £75 thousand at the end of the season.

CANNON FODDER

Q "I can't do mission 19, I missed the complete solution and I can't afford Cam Winstanley's book, so any help would be great."
Anon

A (And I quote...) "You need three men to finish this mission, so if any get killed, it's best to press ESC and try again. Head straight up to the building at the top and position the troops to the right side. Split off two men and head right to the pile of junk, where you'll come under fire from a jeep. The idea's to run towards the junk, lob a grenade over to the other side and then scoot off quickly, otherwise the jeep either shoots you, or jumps over the junk and flattens you. Head these two guys down to the wall and avoid the grenades raining down from the chopper. After a bit, it'll get bored of trying to kill you and head down to where it'll land.

"Hug the right side of the screen to avoid the turret, rocket the sucker, go back to the wall and stand on the white pad in front of the door. Switch to the other blokes, split one off and leave him on the white pad at the top and go to the bottom left via the building in the middle.

"Once again, you'll have to avoid fire from the turrets, but when you stand on the final pad, it'll glow red and the helicopter will fly over to you. Get in, kill everyone mercilessly, and your problems will be over."

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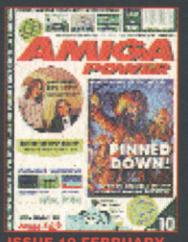

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SPEND! 83

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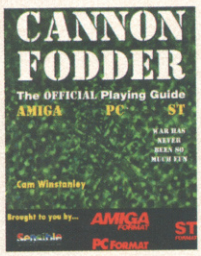

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Written by AMIGA POWER's very own Cameron Winstanley this is THE official and definitive guide to one of the most popular Amiga games ever.
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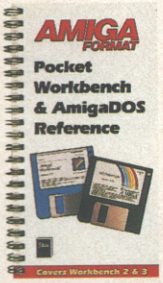

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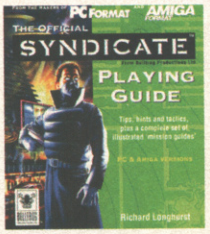

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Trouble with your borgs? Have no more fear. With this handy guide you'll soon have your atlantic accelerator under full control.
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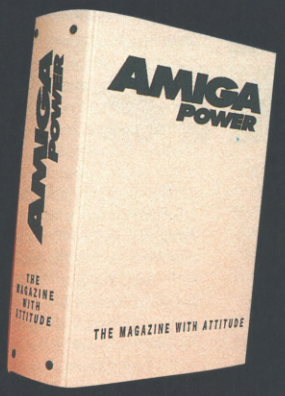
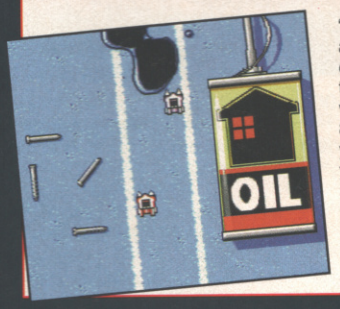


MICROMACHINES



"Oddly enough, it's absolutely brilliant," enthused the normally taciturn Stuart Campbell when he gave this fine game 88% in AP30. And now it's yours with a £6 saving from your pals at AMIGA POWER. Cor.
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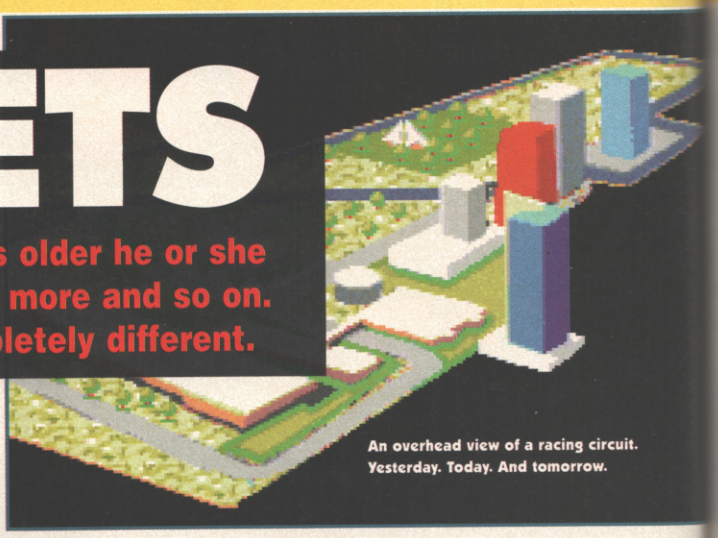
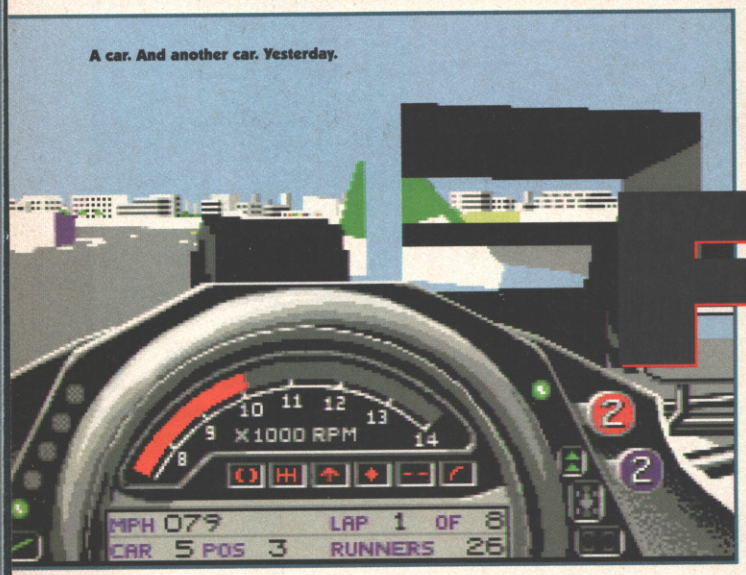
BUDGETS

Funnily enough, as a human being gets older he or she typically becomes more valuable, paid more and so on. For computer games the story is completely different.



An overhead view of a racing circuit. Yesterday. Today. And tomorrow.



A car. And another car. Yesterday.

F1GP

Runs on: A500, A600, A1200
Publisher: Microprose
Author: Sir Geoffrey Crammond
Price: £17
Release: Out now

Imagine (if you can) a fully-fledged Formula One racing simulation. And by 'simulation' I mean something containing every little detail you'd expect to see if you were racing one of these cars for real *(Hence the use of the word 'simulation', presumably. – Ed).*

All sorts of cars, different set-ups for each one, different tyres, practice and qualifying laps, the race itself (you get all the proper 16 courses from the World Drivers' Championship), all the stats, a proper tournament and, well, everything.

Now imagine (again, if you can) amazingly smooth and fast 3D in-yer-face graphics, and just when you're expecting me to put a 'but' in here, further imagine some alarmingly good ideas about customising that provide so many options, even a complete novice can jump right in and start racing, tailoring the game as they improve to reach a level they find challenging – yea, even from within the game itself.

Well, imagine no more, for by the fashionably retro use of a tired literary device I have just described *F1GP.* Which is now out on budget. (Although £17's stretching the qualification a little, eh Microprose?)

It's a great game is *F1GP* – a statement supported by overwhelming evidence. We keep voting it into our Top 100, you keep voting it into yours, and it's damn near perfect in every way. Except, oddly, there's no two-player serial link option. (Oh please, Sir Geoffrey, write a two-player serial link version. Oh please. Etc.) Meanwhile, we order you to buy this game.

● *PAUL MELLERICK*

Luigi Rivellini. In his car. Yesterday. As well.

THE BOTTOM LINE

It's the bestest ever Formula One racing game, it will cater for all sorts of players, and it's one of the most detailed and, (more importantly) fun (fun! Fun!) games you'll ever play. It's so good, it's almost worth buying even if you've got the original. This is an obvious lie.

92 PERCENT

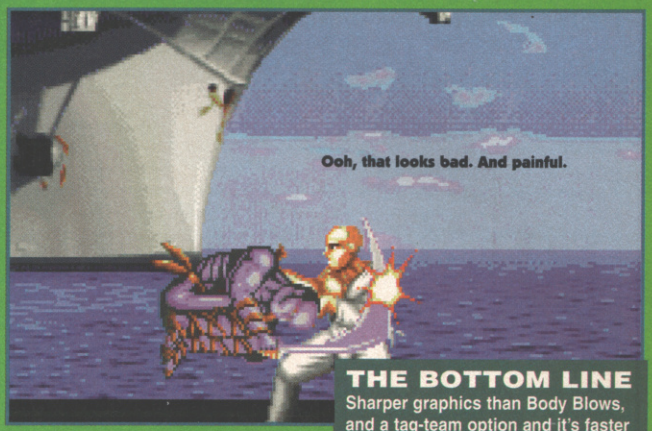
RICK DANGEROUS

Runs on: A500, A600
Publisher: Kixx
Price: £5
Release: Out now

It's *Rick Dangerous*. But on budget.
● *CAM WINSTANLEY*

THE BOTTOM LINE
Apart from the fact that it went a bit wonky when I ran it on an A1200, all criticisms levelled at *Rick Dangerous 2* apply equally to this game. Read that review instead. Over the page.
17 PERCENT

BODY BLOWS AGA



Runs on: A1200
Publisher: Team 17
Price: £13
Release: Out now

It's Body Blows. But etc etc.
● *JONATHAN NASH*

THE BOTTOM LINE
Sharper graphics than Body Blows, and a tag-team option and it's faster as well. But why not just bring out Ultimate Body Blows and be done with it? Or are Team 17 going to release every single version one by one? Or what?
78 PERCENT

MORTON STRIKES BACK

Runs on: A1200
Publisher: Confused Pelican
Price: £7
Release: Out now

Reviewed This Issue! screamed the advert rather enthusiastically from page 87 of last issue. Well actually, no, because David Parsons (the programmer) only arrived with the review copy mid way through deadline day, at which time we were all busy doing other things. Sorry 'bout that David.

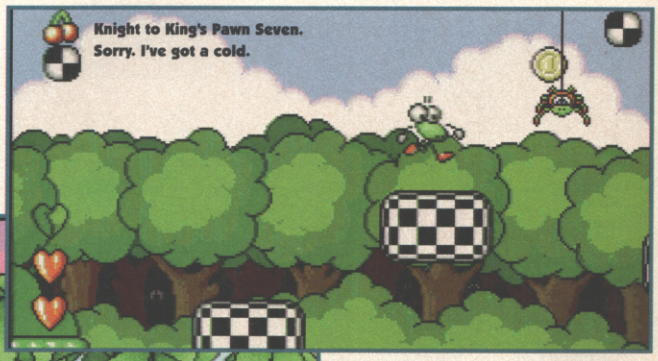
If the game looks vaguely familiar, that's probably because you've seen it before, only it was called *Smidge* then. Way back in AP34, we had a disk demo of *Smidge* which we reckoned was "far better than most full-price games. "We liked it lots and it seems that you did too, because a few months later we got a letter from David saying he'd had enough orders to almost pay for his first term at college, so hooray for free enterprise and a big boo for student loans.

For those that missed last issue, the advert boasts "accessible, addictive gameplay and super smooth parallax scrolling, over 80 levels across 11 different worlds, many difficulty levels" but what it doesn't say is that it's a platform game featuring a Mr Man type character with thin legs and rickets. And penguins. As far as platform games go, there's little new or exciting about *Morton*. You jump on baddies' heads to kill them (apart from the obviously spiky ones), collect coins and fruit for points, hearts to regain lost hit points. You start off at the left, head right and occasionally there're secret rooms to be found. The only major difference of course is the penguins.

What's nice about *Morton Strikes Back* is that it isn't plagued by any of those niggly little faults we endlessly rant on about in Kangaroo Court and that programmers never seem to take a blind bit of notice of. You can use fire or up (if you're clinically insane) to jump and can turn off the stomach churningly 'nice' music to leave the ploppy sound effects. Spikes don't kill you outright and neither does water, so you've always got a chance of recovering from a slip up.

What we said about the coverdisk still holds then. *Morton Strikes Back* IS better than most full price platformers, and it certainly runs rings around that hunk of junk *Charlie J Cool* reviewed this issue. The plain fact is that if you really feel like you need another platform game then you should spend seven quid (six for the A500/A600 version) rather than 20, and of course you get penguins in this.

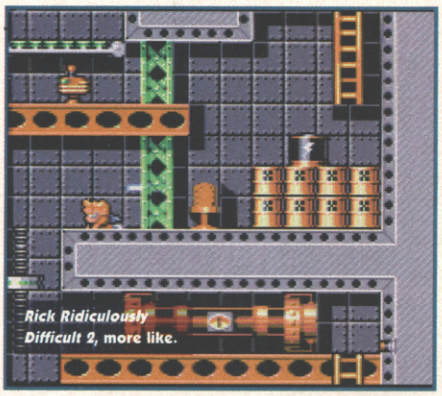
Morton Strikes Back is mail order only, so cheques, postal orders and all that stuff to:
Confused Pelican, Oakfield Lodge, Hatch Beauchamp, Taunton, Somerset TA3 6SG.
● *CAM WINSTANLEY*



THE BOTTOM LINE
Slightly more than your average platformer at a hugely sensible price. It looks good, it plays well, and it's got penguins in it.
79 PERCENT

RICK DANGEROUS 2

Runs on: A500, A600, A1200
Publisher: Kixx
Price: £5
Release: Out now



There was no *Rick Dangerous 3*. I repeat, there was no *Rick Dangerous 3*. The fact that some programmers strove to write two virtually identical games and were not asked to come up with a third says something about the faults that lay within these games. The fact that we're not inundated day after day with people begging, screaming, pleading for us to use our (it must be admitted, pretty overrated) industry clout to convince the programmers to return to that well loved *RD* theme says something about how fondly people regard the series. The fact that we don't ever see games that we're forced to call '*Rick Dangerous* clones' speaks volumes about the influence these games have had on the psyche of other Amiga programmers. Put simply, they're terrible.

Now there's different levels of terribleness, and it's important to make the distinction between a poorly implemented, poorly programmed game such as *International Rugby Challenge* and a game that's been well produced, had pretty graphics designed for it and just happens to be a complete, rantingly intoxicated rascal of a game. Which brings us neatly on to *Rick Dangerous 2*.

The original *Rick Dangerous* was set in the sort of late 1930s you get in an Indiana Jones movie, but that's no excuse for it. This one's set in a sort of Buster Crabbe 1940s Flash Gordon world, where aliens are kidnapping people from London and taking them quite literally to cave worlds, ice worlds and the like. I know this because I've seen all the levels, and I've seen them all because you're given the option of jumping straight to them. This innovation apparently didn't appear in the original version and was hurriedly rushed out when it became obvious that no one could get past level two. Great.

The game consists of walking along until some hidden enemy kills you. You go back a few rooms, avoid the enemy and then get killed by falling on some spikes you couldn't see until you jumped. You go back a few rooms, avoid the enemy, jump past the spikes and see a button. All the buttons you've pressed up to now have turned off lasers, but this one turns ON lasers and you die. And so on. And So On. AND SO ON.

Fumbling from one fatal situation to the next and trying to remember every pitfall (because if you forget just one, you're dead again) is what this game's all about. It's not fun, nor is it challenging. It IS annoying, tedious and appallingly hopeless, unless of course you mistake a neverending stream of unavoidable and arbitrary deaths for a challenging level of difficulty. And before you ask, why this got less than the first game even though the graphics are better? Well, this was the sequel, and quite frankly, the programmers should have known better.

● *CAM WINSTANLEY*

THE BOTTOM LINE
Nice graphics, passable sound and good for a few minutes, but that's about it. If you decide to play on though, you'll be sucked into a whole world of hurt. Forever.

15 PERCENT

GUNSHIP 2000

Runs on: A500 (1 Mb), A600, A1200
Publisher: Microprose
Price: £17
Release: Out now

You know that bit in *Guardian* when you get to Level 3.3 and there are all those homing tanks, and when you swoop down to shoot them they run away, taunting you to follow them through the maze of pyramids, and you try to outfox them by throwing the ship through 180° and suddenly realising you're being stalked by a pack of circus tents? Of course you don't because the game's only just come out. But I'm great at it, me, and I've pushed everyone else off the high-score table.

Anyway, the point I was trying to make is that that terrifyingly impossible scene from *Guardian* (the game of champions) (that I'm best at) is comparable in difficulty to, well, most of *Gunship 2000*. It's a guffawingly hard game. As in laughing raucously when your helicopter goes into the target zone and gets instantly shot down by 26 missiles. You know.

The trickiness of the game comes from (a) flying the helicopter (it's all tremendously lifelike, apparently), and (b) the fiendishly dogged enemy, who believe in giving no quarter.

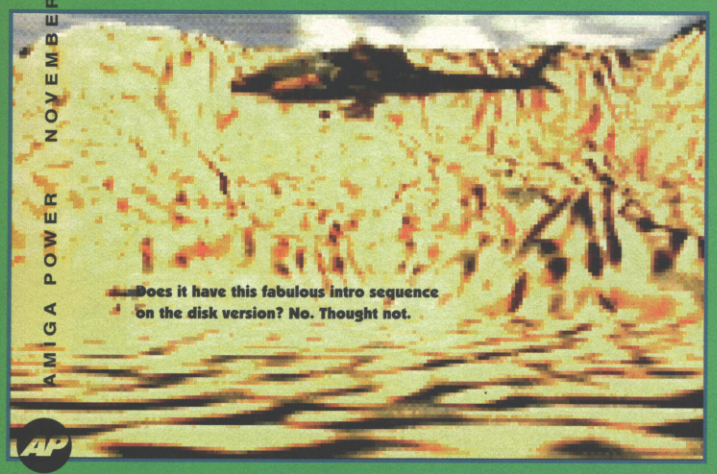
According to Cam (who's quite a big fan of the game) the fun lies in not charging in and getting stupidly killed, but playing out a subtler, snipery plan of hugging the terrain, hiding behind hills and popping out to destroy things before flitting away like a shadow in the night. According to Jonathan, who's also a big fan of the game, yes, that's exactly it, except it's too hard. Or possibly he's not as good at it as Cam. Or something. They're certainly both far better pilots than me, anyway. But nowhere near as good at, for example, *Guardian*.

I crashed a lot (but you can switch that off) blew up my own base a lot, flew around a bit scared a lot (the maps bizarrely don't give any show you where the enemy is) and engaged in futile mid-air fights a lot. It's fun, but it's hard.

● *JONATHAN NASH*

THE BOTTOM LINE
Hellishly difficult to get the hang of but thrillingly rewarding once you do. Which you won't, because it really is phenomenally hard. Great fun though. Except it's too hard. Etc.

86 PERCENT



UNCONDITIONALLY FANTASTIC UFO OFFER

Goodies a-plenty in another great Microprose compo

To celebrate the release of their latest alien-battling, Earth-defending game *UFO,* Microprose have once again heaped us with all manner of expensive and exciting electronic consumer goods to give away to you. Praise be to Microprose!!

WINNER: A desirable VCR with remote control (of some make or style yet to be confirmed) and some videos to play on it. The obvious choice would be some episodes of Gerry Anderson's *UFO,* but seeing as it was totally crap we thought you'd much prefer the Star Wars trilogy, recently re-released in digital remaster-o-vision. Letter-box format, natch.

RUNNERS-UP: Five runners-up will get two Microprose games of their choice, but strangely not *UFO.* It seems that Microprose are scared that everyone who enters will hang on to see if they've won and not buy the game, so mark down two other games on your postcard. Life's funny like that.

Not actually this one, but one like it. Probably.

UFO RELATED QUESTIONS

All you have to do to have a chance of winning is answer these five predictably film-based extra-terrestrial questions and send them on a postcard to:

It Tried To Lay Its Foul Eggs In My Mouth
AMIGA POWER
30 Monmouth Street
Bath BA1 2BW

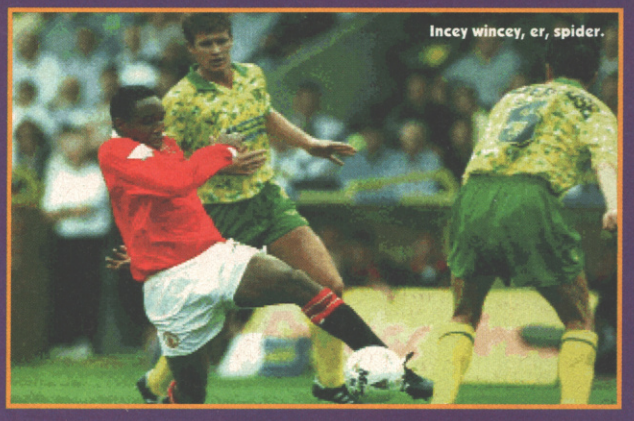
1. What did Michael Rennie have to say to Gort to stop him destroying the world in The Day The Earth Stood Still?
2. With what common foodstuff did Richard Dreyfuss construct a scale model of Devil's Mountain in Close Encounters Of The Third Kind?
3. In ET, Elliot snogged a girl at school. The actress who played the girl is now in Baywatch. What's her name?
4. Who played the alien in John Carpenter's UFO crash/road movie Starman?
5. In Killer Klowns From Outer Space, where did the aliens come from, and what children's entertainers did they resemble?

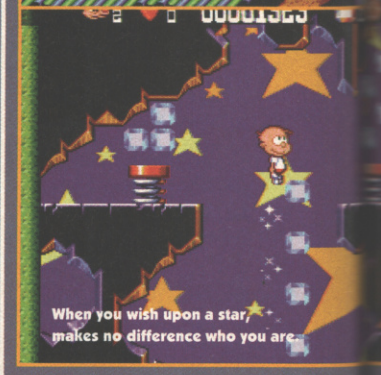
RULES

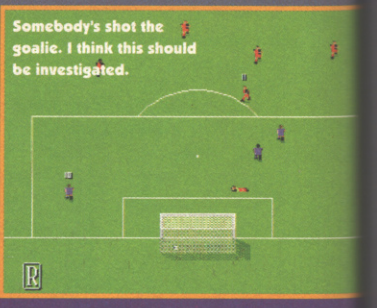
1. Employees of Future Publishing and Microprose, and friends of Dave Green can't enter. That would be cheating.
2. Entries must reach us ON A POSTCARD by November 30th. After that date, everything gets lobbed down the Pit of Sarlaac where their hamstrings will break horribly. (Complicated stunt-accident joke.)
3. If you don't win, don't whine about it. We're not interested.

HI-HO SILVER LINING

Featuring in the CD32 review section this month, folks, some Amiga games with different music and higher prices. And some with different music but the same price. We are suitably astonished.







Krisalis/£30
Amiga version: 63%, AP36

God, I hate Man Utd. I hate them because they think they're so bloody good at everything. And if I hear the name Ryan Giggs again I'm going *(Home? – Ed)* to explode in a terrifying example of the phenomenon known as spontaneous combustion. Still, at least I can have my revenge upon them in the 'statistically correct' and 'highly realistic' *MUPLC*. Well, I would be able to if the game was any 'good' and I actually 'enjoyed' playing the damn thing.

Readers with long-term memories (or issue 36) may remember dear old Stuart harping on about how this game wasn't *Sensi*, but more like *Sensi* for *Kick Off* fans. Now, not wishing to knock dear old Stuart, he was utterly wrong. *Kick Off* is a lot better than this. But hey, this is the CD32 version, and maybe (just maybe) they've ironed out some of those awful faults – the peculiarly inconsistent controls, for example, and the 'realistic' wrong-footing during dribbling.

Nope, it's still exactly the same awful, uncontrollable, frustrating and downright unenjoyable game of football it ever was. Ironically, the non-playing sections (ie, the management and stats) are comprehensive and atmospheric, and the 'tacti-grid' feature (whereby you can freely customise your team formation at any point in the game) is extremely impressive. Perhaps if they'd beefed up the management elements and radically changed the weak on-the-pitch stuff (or perhaps dispensed with it entirely), they'd have ended up with a nice little game. But they didn't, and they haven't.

● *PAUL MELLERICK*

THE BOTTOM LINE

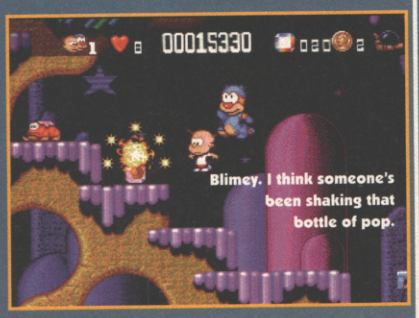
CD32 It's the same as the A1200 version, except there are a few nice pictures to look at. And that means that any serious football fan (or even any Man Utd supporters) should go and buy something else instead.

61 PERCENT

MANCHESTER UNITED PREMIER LEAGUE CHAMPIONS

BUBBLE AND SQUEAK

Audiogenic/£30
Amiga version 77%, AP40
And this is, in fact, the Amiga version, only on a CD and with – yes – CD-quality music. So, er... yes.



We like *Bubble and Squeak*. It's incredibly annoying in places, thanks in no small part to Squeak. He's supposed to follow you around and help you by blowing bubbles and things, but he irritatingly seems to take every available opportunity to leap off platforms to his death. Bubble seems to like him, though, and if he's okay by Bubble (who's okay by us), he's okay by us.

It's terribly atmospheric, too. Not atmospheric in a "Cor, it actually feels like we're a disused mine/the Arctic" way, but atmospheric in a unique, computer gamey way. The scenery is all purpley-pink, and the levels are called things like the Stardust Cavern and the Strawberry Lagoon.

The game is also far more entertaining than it first appears to be. There's a fair degree of interaction between the two characters, with Squeak alternately testing your temper and testing your puzzle-solving powers. The bonus levels help to break things up, too.

Bubble and Squeak is not wholly engaging, but it is good. Jonathan was absolutely right to give it 77%, and its being on a CD with some music doesn't alter my opinion of it at all. Especially as it's the same price as before.

● *JONATHAN DAVIES*

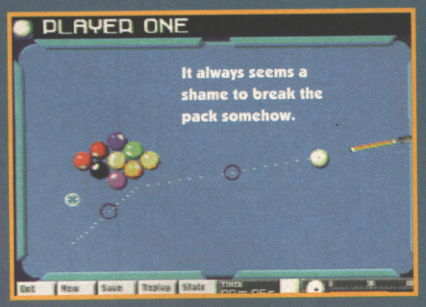
THE BOTTOM LINE

CD32 More fun than it is annoying, and with a delightful purpley-pink atmosphere. Don't be deterred by the awful drawing on the box, as most of the games-buying public probably will be.

77 PERCENT

ARCADE POOL

Team 17/£15
Amiga version: 91%, AP39
So, the excellent and fun *Arcade Pool* makes it on to CD. Following the glorious tradition of games that are upgraded to the super new plastic format it's changed not one bit. Flying in the face of popular opinion, it's still £15. All hail Team 17! All hail AMIGA POWER on principle!



Aside from the actual game (8-ball, 9-ball, US 9-ball, US 8/15 ball, trick shots, tournament mode and perilously anally-retentive 'real' players who are all Team 17 staff or magazine reviewers), there's a soundtrack option that wasn't there before which lets you choose between pub noises, pool hall noises or a trio of rather crap tunes. The pub and pool hall options do add an interesting and quite believable atmosphere, and cost nothing at all because the wacky Wakefield funsters cunningly took a tape recorder with them when they went down the pub, later interjecting pre-recorded samples whenever the real-life pub denizens started swearing.

The correlated questions I just know are on your lips are, "What about the CD32 controller? Surely a game that used the mouse is going to be completely crap and useless with the joypad?" Well, for once the answer is no. The buttons have been used sensibly (no pool equivalent of 'up' to jump, if you see what I mean) and the slightly ragged movement of the cursor is easily bearable. I can only imagine that Team 17 spent some not inconsiderable time making sure that it worked, or maybe they just got lucky and it worked this well the first time they plugged it in. Whatever the reason, joypad control works just fine. And you can use the mouse anyway if you really feel the need to, so there you go.

● *STEVE FARAGHER*

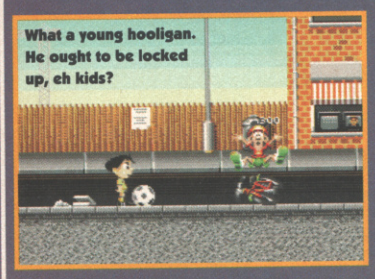
THE BOTTOM LINE

CD32 There's no reason to change JD's mark on account of pub sound effects so I award it...

91 PERCENT

SOCCER KID

Krisalis/£30
Amiga version: 88%, AP29
JD loves this game. But me, I don't think much of it at all. Yeah, it's cute and tough and playable and imaginative and detailed and all that, but it's just not good enough. For a start, it isn't fast enough for me. And although there are plenty of moves to do (you use your football as a weapon and whack it at people's heads and the like) they don't have a practical purpose in the game. I mean, what's the point in having the option of doing an overhead kick if by the time you've set yourself, you either kick the ball over the evil character or the ball goes flying off the screen? And although you can go searching around a level for player cards, you don't need them, so you can leave them alone if you want to. It's only a matter of points.



That and the general awkwardness of playing and progressing through the game make me think it's not worth a score similar to the one we originally gave it. Yeah, it's a good platformer, but it's by no means perfect. *(You are quite clearly mad. The controls are only tricky until you get the hang of them, which takes an hour at most. Learning to use the ball is the whole point of* Soccer Kid *– it's what gives the game a feeling of being different. As for the player cards, they're obviously there to inspire you to go exploring once you know how to finish a level. Steve's been playing it for ages, and he agrees with me:* Soccer Kid *is brilliant, even if it is exactly the same as the floppy version.– Ed) (Except trying to play it with the CD32 joypad is a hopeless task – they've really messed it up. – Steve F)*

● *PAUL MELLERICK*

THE BOTTOM LINE

CD32 Fun, bouncy and all sorts of other nice words, but it's not the perfect platformer by a long way. Some good use of the CD though, with lovely intro animation and music. *(See? Mad. – Ed)*

80 PERCENT

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PD

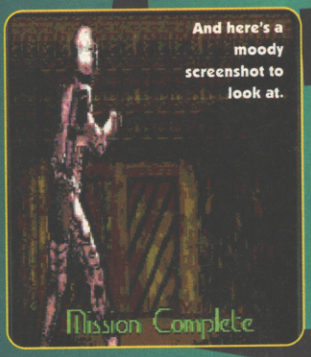
From the console wilderness came a tall and lonely figure. His eyes were hollow with fatigue and his gaunt features seemed to slice the howling wind in two. As he drew near he cleared his throat. "I am Paul Mellerick," he growled. "Got any PD games I can review?"

BLACK DAWN 2

PATHFINDER PD

Will you just look at those dark, moody graphics. Fab, aren't they? And it's one of those first-person perspective role-playing fighting fantasy things as well - things just could get any better really, could they? Okay, call me shallow if you want to *(You're... oh I can't be bothered. – Ed)*, but I love games like this. And when they're as done as well (and cheaply) as this, you can't but like them even more. There is of course the usual plot to draw you into the game, but really all you need to know is that it's your task to wander around each level, clearing it of nasty alien type things, and then moving on to the next world (of which there are 10 on this disk and another 20 when you buy the full version). Simple, yet effective.

The control system works nicely (although it does take a while to get used to moving left and right and turning around) and the rest of the icons are nicely laid out and easy to use. It's also easy to get hold of and use objects and the game breaks you in very nicely indeed – the first few levels are small but you get a few levels in and things really start to heat up.



This is just the sort of PD stuff we like here on AP, it's easy to get into, it's very professional and it's also very cheap (very similar to AP in fact) and I strongly urge to get hold of this as soon as possible. If not some time before.

RATING: A dark and atmospheric first-person seek and destroy adventure that should appeal to everyone. If you don't like this, you must be dead.

CHILLY CHAVEZ

F1 LICENCEWARE PD

Well, he's got a comedy name, but poor old Chilly certainly isn't going to have a lot of fun as you guide him through level after of level of *Bomb Jack*-related antics. In fact to list the number of different characters old Chilly goes up against would take up too much space, and then there's the big bosses as well.

So if variety in characters is what you like in a platform game, then you're certainly going to get more than your fair share from *Chilly Chavez*. It's a simple enough game, jump around the screen collecting the symbols as you go. And then, once you've collected enough of them, you move on the next level. If things get a little too crowded on screen you can spin your way out of trouble (and pick up a nice little bonus in the process), but take care because these are limited. Complete a level and you then fight the boss – he's got a weak spot – all you've got to do is find it and then figure out how to hit it.

The game is very much your average platform fodder, but entertaining if you give it a chance to grow on you. There's not much to see after the first couple of levels, but it's not easy and the bosses are imaginative and hard to beat.

RATING: A good enough platform game, with some entertaining touches but not much in the way of gameplay.
★★ ½

SCOTTISH FOOTBALL MANAGER

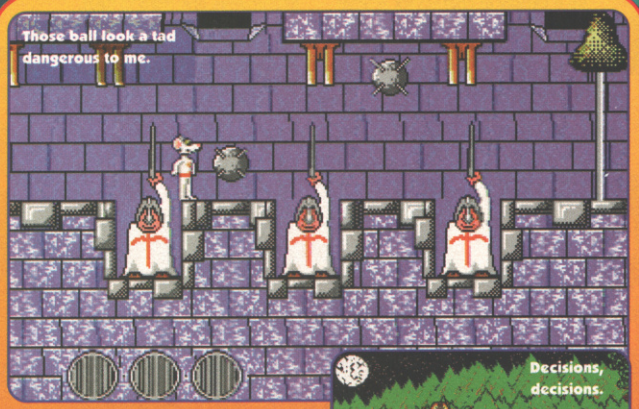
THE ASSASSINS PD

And just how many famous Scottish footballers can you name? A tricky question, and no mistake. But give yourself a couple of days play on this and you'll soon know everything you've ever wanted to know about Scottish Football.

SFM's a great football game, giving you the chance to take the team of your choice from the Scottish 3rd Division to the top flight with even the chance of playing in Europe as well. There's all the usual squad, transfer and stats you'd expect from this type of game and there's also a nice little graphic representation of the game with a small ball moving around a pitch and a running commentary through the game. It's a bit hard to get into at first, and progress is a bit slow no matter what tactics you use, but stick with it and you actually start to put some wins together and get out of the bottom division.

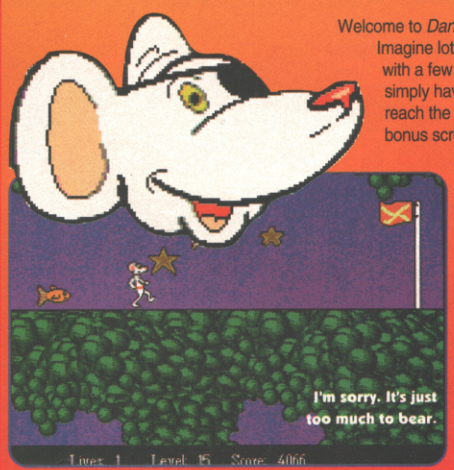
It's nicely done and is obviously meant to appeal to Scottish fans more than anyone else, but us footie mannie nutters don't care what country we're in as long we've got football.

RATING: A simplistic, but highly detailed footie management game that more than delivers the goods.
★★★½



MAGNETIC FIELDS PD

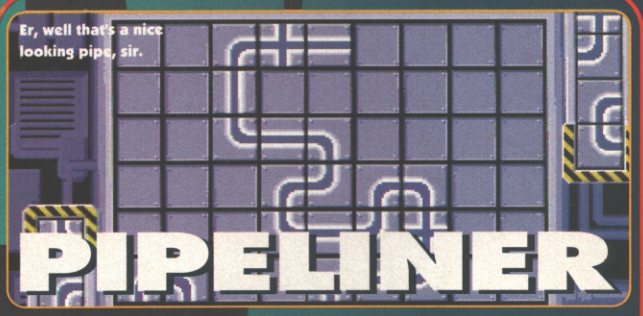
So just how do you kill a legend? Well, a good start is always a tedious platform game that, although neatly drawn with a few good samples thrown in, makes you wish you'd never heard of the character.



Welcome to *Danger Mouse* – the game. Imagine lots of one-screen levels with a few obstacles on that you simply have to jump over in order to reach the end. And that's it. Yep, no bonus screens, no power-ups, no change in gameplay, no chance to look around a level and have some fun – nothing. If you want to have some fun with Danger Mouse I suggest you go a rent a video of the cartoon series or something. Anything but this.

RATING: Well, it scores one for the samples... you work out the rest.
★

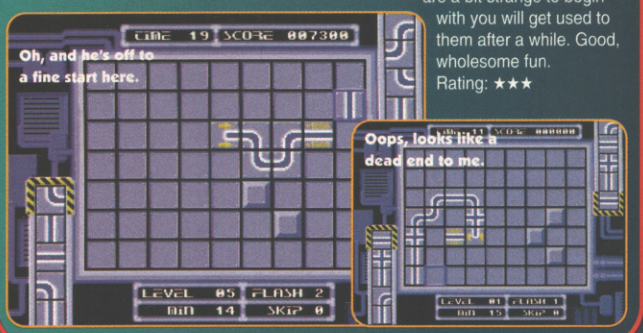
DANGER MOUSE



PIPELINER

THE ASSASSINS PD

Oooh, look it's a puzzle game with some pipes in it *(Hold on, isn't that called* Pipe Mania*? – Ed)*. Well, yes, but that was a long time ago and this is a sort of PD variant that costs very little money, so what's wrong with that? *(Nothing, I was only asking. – Ed)* Right. Fine. Now, it's a simple concept – you've got to run a pipe a certain length by connecting different shaped pieces together for the water to run along. Of course, you're up against a timer and there's loads of different shapes to add to the confusion, but it's easily picked up, yet incredibly hard to put down. Things start off complex and get worse very quickly, and even though the joystick/pad controls are a bit strange to begin with you will get used to them after a while. Good, wholesome fun.
Rating: ★★★



WHO? WHERE? HOW?

For more details on this months games, or just to actually get hold of them here's the details: The Assassins can be heard talking on (091) 529 5413, while Pathfinder PD have all the luck on (0274) 565205. F1 Licenceware are lagging too far behind with their amazing address 31 Wellington Road, Exeter, EX2 9DU and that leaves us with the exciting and daring Magnetic Fields on (0772) 881190.

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- Skidmarks
- Roulette
- Defender
- Deluxe Pacman

GAMES
- The Ultimate Quiz
- 10 Pin Bowling
- High Octane
- Billiards
- Ork Attack
- Dithel In Space
- Beetle
- Texas Chainsaw
- Extreme Violence
- Fruit Machine 2
- Star Trek (2)
- Road To Hell
- Dr Mario
- 21 Games Disk
- Mr Men Olympics (2)
- Wheel of Fortune
- Lemmingoids 2
- Elevation 2
- CLI-Tris
- Amosloadsamoney
- LCD Dreams
- Board Games
- Gameboy Tetris
- Megaball 2.1
- Star Base 13 (2)
- 100 PD Games (7)
- Tetris Pro

DEMOS
- Pha-Q
- Demons Rage
- Seven Seas Art (2)
- Wind it Up
- Satisfaction Guaranteed
- Sequential
- Flying Cow
- 9 Fingers (2)
- Fairlight 242
- Jesus On E's (2)(2D)
- Star Trek Rave Demo
- Desert Dream (2)
- Techno Mods (5)
- State Of The Art

UTILITIES
- Freecopy 1.9
- Microprose GP Editor
- Pools Predictor
- Crunchmania
- Crack And Copy
- Text Engine 4-1
- Spectrum 1-7
- Spectrum Games (8)
- Lock Pick 2
- D-Copy 3-1
- Octamed 2
- Grapevine 19 (3)

1200 UTILS
- Kick 1.4
- Action Replay Pro 4
- Videotracker AGA
- Andy WB3 Utils
- AGA Utils #1
- WB3 Backdrops
- Magic WB (hard drive)
- Magic WB Extras

1200 DEMOS
- Uguala Damage
- Not Again
- Numb
- Brainstate in a Box
- Lethal Dose (2)
- Friday At 8
- Fatal Morgana
- Subliminal XTC (2)
- Beyond Relief
- Ray World (3)
- Empty Head
- Virtual Journey
- Origin (2)
- Full Moon
- Abstrax Pig
- Volcano
- Explicit 2
- Chanel No 5

1200 GAMES
- Stones AGA (fast ram)
- Bacman
- Yatzooie 2 (fast ram)
- Hoi AGA Remix
- Dungeon Walker Demo
- AGA Megaball 3
- AGA Tetris
- AGA Klondike (3)
- Cards for Above (8)
- Motorola Invaders 2 (2)
- Mad Fighter
- Boron
- Oscar Game Demo
- Uchess (6 Meg)

1200 SLIDES
- AGA Star Trek
- Jungle Book
- Phobe Cates
- Tutankhman (2)
- Boris Vangelis (2)
- Worlds Beyond (3)
- AGA Manga Slides (4)

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DO THE write thing

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● Address your letters to: Do The Write Thing, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. Or 'netsurf' them to us at: apower@futurenet.co.uk.

"RED AND THE AWOOGA WALTZ STARTS"

Dear Mr A POWER,

What do you think of the sound in current games? Top notch? Atmospheric? Absolutely peachy? I don't think so. Most games have music that could have you unbuttoning your cuffs and reaching for the razor blades at the first note, while the effects seem to largely consist of beeps, odd wittery noises and weak explosions. However, that's not what concerns me the most. The thing I want is SPEECH.

Now come on, it can't be that difficult. *Mega-lo-Mania* paved the way ages ago with "We've nuuuuked them!" and "Ergonomically triffic" and other samples filling up its every orifice, yet today's games have little in the way of speech. I'll tell you what I want, using the example of the incredibly popular game *Alien Breed*. Now here's a game that has speech at various points, but there could be so much more.

When everything glows red and the Awooga waltz starts playing, I want my little waddly man to look around in panic and say "Let's get the (expletive) out of here!" When first using the flamethrower I want to hear something like "Alien en flambé – the best dish of the day." I want the characters to be real, goddammit, I want to feel and experience the psuedo-macho grunt's life. Sob.

What also would be handy is the proliferation of little set piece bits of animation, such as the grunt looking around when the countdown starts, or wiping sweat from his brow on reaching the deck lift. I don't want close-ups or anything that would slow down the game and break up the flow, just little extra frames of animation to add to the atmosphere.

Now, have you got that programmers? Speech and animation in abundance, to keep us in the mood and convince us we're in the game. If *Seek and Destroy* can do it on floppies, surely other games can do it on CD. Oh, and if you say it'll take up extra disk space that could be used for extra levels, I'm not convinced. If the gameplay is good and the difficulty challenging, then having 2000 levels to play through seems unnecessary. I'd rather play an hour on *Stardust* than a day on *Brian the Lion*.

Yours hungering for atmosphere-ly,
Tom Gardner, Cheltenham

You want the characters talking to you? Presumably you've never played Valhalla, *then. Speech in games tends to get annoying extremely quickly – think of the "Target front, target left" messages in* Gunship 2000 *or the "Warning" message in* Desert Strike. *And you want animations that won't break up the flow of the game? Does that sound likely? How many times do you watch the animated intro to a game? Two, maybe three times? Imagine how annoying animated sections in the middle of games would be. Still, it's good to get a letter about games once in a while, even if you're completely wrong. But only in our opinion, natch.*

"3 AS AND A B AND"

Dear AP,

Two things came out on August 18th: my A-level results and the mighty AMIGA POWER. The first said that I'd got 3 As and a B and could go to East Anglia University to do Environmental Science with a whole year in the USA, the other said thanks to me for some Action Replay pokes and blessed my little cotton socks. How did you know I was wearing them?

So thanks guys – seeing my name in these hallowed pages just kinda made my day!

Yours humbly,
Katy Appleton, Kirkby-in-Ashfield

The white ones are our favourites.

"IN YOUR NAPOLEONICS"

Dear Sir,

While browsing through your Bottom Line pages I noticed the sentence "unutterably awful wargame for dreary anally-retentive psychopaths with dysfunctional personalities" in your Napoleonics Compilation remarks.

I bought all three of these games separately when they first came out and am still enjoying replaying them today. I certainly am NOT any of the above things you mention and it's just a good job I am not easily insulted because I would probably boycott your magazine in future.

If you do dislike a game so much, I'm sure there are many other kinder ways of saying so instead of having a snipe at your loyal readership at the same time. On the whole you are a very good read every month, so why spoil it with such thoughtless comments, eh, lads and lasses?

Yours faithfully,
David O'Conner, Dinnington

Blimey, that's put us in our place.

"CAN'T QUITE REACH THE TOP"

Dear AP,

Just a quick letter for all those people who can't quite reach the top of *Gravity Force 2* level Lying S. It actually says *(Something we're not prepared to reveal yet. – Ed)*.

Yours err (oh sorry),
Paul Sinker, Bosbury

Play Gravity Force 2 *everybody. Play* Gravity Force 2 *everybody. Play* Gravity Force 2 *everybody. Play* Gravity Force 2 *everybody. Etc.*

"MISSILE LAUNCHED AT AP'S OFFICE"

Dear AP,

Over the last few issues I've noticed a general lack of funniness in your once hilarious magazine. I reckon this has got something to do with everybody who was amusing *(Eh? – Ed)*. After many weeks/minutes of research, I've found out where they are. So here we go:

CRATE OF RED BULL winner

"THIS SUPPOSEDLY LETHAL COCKTAIL"

After seeing the enclosed article, I remembered that a few issues ago, AP were praising the benefits of the Red Bull energy drink. As you can see, it's (according to those Sunday Times professionals) not as legit as it seems. I feel that the readers, and especially you, should be warned from taking this supposedly lethal cocktail.

Yours reportingly,
Craig Hesmondhalgh, Blackpool

"Parents and schools have cause to be disturbed," warns the story, and points out that Red Bull is labelled "not suitable for diabetics and persons sensitive to caffeine". (Much as, say, a cup of tea with two sugars wouldn't be suitable for diabetics and persons sensitive to caffeine.) Even more sinisterly, "Teachers and parents claimed that children were unable to sleep after drinking it." And, "Complaints rose when a young athlete collapsed after drinking nine bottles." (The clot.) Yes. Truly the Sunday Times deserves its status as Britain's biggest-selling 'quality' Sunday newspaper.

We believe in fairness on AMIGA POWER, so don't take The Sunday Times' word for it Craig – try Red Bull for yourself, courtesy of AP.

DO THE write thing

Matt Bielby: Or God, as I prefer to call him. His career seems to have taken a dip after Your Sinclair and AP, being forced to work for Super Play and PC Gamer. Seems to have got back on track now though, becoming editor of the new Net magazine.
Stuart N Hardy: Found him! He seems to have changed his attention from AP to teletext quiz games. On August 29th he wrote a question for C4's Bamboozle: "How many species of mosquito in Britain?" Who knows? Who cares?
Stuart Campbell: An amnesia missile launched at AP's office seems to have lost any memory of his genius.
Steve McGill: His transfer to Amiga Format seems to have coincided with a massive operation removing his sense of humour. Coincidence? I think not.

So there we go. Bring back these four and the world will be a much happier place or something.
Brett Davids, Loughborough

Stuart C... who? (Or have we got bored of that joke now?)

CRAP A500 (ONLY) GAME winner

"AT LEAST THE SAME FILL-THE-HOLES TREATMENT"

I've just bought the excellent-looking issue 41 with four games thrown in for the price of £3.95. Thrown in the bin, more like. I've never been so disappointed in cover disks since issue 37 when *Banshee* was stated (in tiny writing) to be A1200 only.

Thank you for mentioning 'Not!' that *Putty Squad* was *only* A1200. Couldn't you have just printed those four letters O-N-L-Y above the A1200 bit – then I and probably a lot of others wouldn't have assumed it probably meant A1200 compatible!! Or is this just good sales ploys?!!
(Certainly not!?!!? Erk. You've got me doing it now. Stop it. – Ed)

Then, on the same disk was *Mine Runner*, which at a glance looked crap, but your rundown of it reminded me of one of my favourite yesteryear arcade games – and I expected at least the same fill-the-holes treatment to make the baddies fall to their deaths, and later have to make them fall through two or more levels to kill them. But nope, just another basic PD (not even clone) of an old game.

The other disk is bound to be better, I thought. *Empire Soccer* couldn't beat *Sensi*, but maybe it would be a good game anyway. There's not nearly enough time to enjoy playing the demo, but I won't buy the full-price game just to find out if it gets better. You should have just done a slideshow of it.

Scorched Tanks looked and sounded like it could be pretty good stuff. But I couldn't load it because I've only got a 512 upgraded to 1 Meg. Thanks for nothing.

Look, why don't you just change the blasted magazine to A1200 ONLY AMIGA POWER, and stop conning us 500 owners into thinking we're actually getting something decent to play or try?
Yours sincerely,
Ian Thomson, Dairsie

Sorry you didn't like our coverdisks. But you are, of course, completely wrong. About everything.
• Maybe the disk labels could be a bit clearer – we'll look into it – but there's already enough information to squeeze onto them as it is, and our system's really no different to the one used to describe games in shops. Besides, AMIGA POWER's by no means the worst offender in this area.
• Minerunner is obviously a brilliant game.
• Empire Soccer – a slide show? Are you serious? Slide shows are crap. Why not just look at the pictures we've printed inside the magazine? Our demo was great.
• Scorched Tanks – well, life's like that sometimes.
• And finally, with our coverdisks we aim to give you the chance to sample everything that's worth playing on the Amiga, from the humblest PD games to the latest A1200 stuff. The (roughly) 50% of AP readers who own an A1200 wouldn't want it any other way. Unfortunately that means not everyone can play all the games all the time, but we try to make sure no-one goes home empty handed, whichever machine they own. Maybe one day you'll get around to upgrading to an A1200, and you'll be able to fish out your Putty Squad *disk and see just what a completely fabulous game it is.*
See?

"ADVANTAGE, I PREYED"

Dear AP,
Using the element of surprise to my advantage, I preyed upon the wasp from behind the sofa. I had it cornered. No more mister nice guy. I lifted my baton of death and left the wasp to rest in eternal damnation.

Dwelling upon my act, the implications fell upon my lowly head. So I too have committed myself to the fiery depths of hell, and for it I have no defence. My crime – using Mark's AMIGA POWER as a fly swat. I only seek forgiveness. Forgive me.
Nick "Fly-killer" Richardson, Inverness.

That's all very well... but who on Earth's Mark?

"NEVER FIT IN OUR ROOMS"

Hi!
Team 4 1/2 here, in the sunny Algarve on holiday (Cheesecake and G Monster to be exact) and since we've got one too many postcards, this one's going to you. (Hurrah?) Anyway, we would say 'Wish You Were Here' but you'd never fit in our rooms and we've never met you anyway, so we'd probably fight over the bathroom and stuff.
Boe, Team 4 1/2, Portimao

Bet it's not as sunny as Cornwall.

"MERE FIVER WHICH WAS RICK"

I would just like to compliment you on one truly excellent game on the coverdisk of AP41 – namely *Scorched Tanks*.

This must be one of the greatest games of all time. Me and my friends have had simply hours of fun playing this game. I honestly must say that if I had payed full price for it I would still be very pleased. This just goes to show that you don't need flashy graphics to make an all-time classic game. I just wish that some of the new games released every month were half as good as it.

Recently I've bought another 'oldie' for a mere fiver which was *Rick Dangerous 2*. Again, the graphics are nothing special but the gameplay is excellent. This game was great value for money.
Yours faithfully,
Huw Waghorn, Swansea

Oh dear. And we were getting along so well.

"GRENADES AND MAYBE A COUPLE OF BAZOOKAS"

I don't normally write to magazines *(Hey ho. – Ed)*, but with *Cannon Fodder 2* in development I had to take up the Bic.

Basically, I feel that if Sensible Software want to make *Cannon Fodder 2* really The Mother Of All Battles, then the game should have a link-up option. Readers who have played link-up games (eg, *Knights of the Sky, Stunt Car Racer, Vroom*) will testify that there is no better gaming experience than pitting your wits against another player via a link-up. (Incidentally, null modem cables are available from Virgin Megastores and other outlets.)

Failing a full link-up option in the new *CF*, surely Sensible Software can at least consider a split-screen option as done so well by games ike *The Settlers* or *F1*.

The battlefield wouldn't have to be very complex – just some men with grenades and maybe a couple of bazookas – but think about it: it would be brilliant.

So come on, Sensible Software. Can you rise to the ultimate challenge to produce what would be the ultimate game?
Yours,
A dedicated Sensible Software and link-up fan

You're Steve McGill, aren't you?

"NOW THANKS A LOT"

Dear AP,
I am writing to warn people who get their names printed in your reader ads bit. If a girl by the name of Jane Pepper writes to you wanting to be your pen-pal, I strongly advise you not to send her anything because I sent five music tapes to her and she nicked them. I haven't heard from her in about three months now – you have been warned. Thanks for printing my name in the pen-pal bit a few months back. I have lots of pen-pals now thanks a lot!
Hugh Winton, Scotland

If you're reading this, 'Jane', send Hugh's tapes back or we'll hunt you down with a pack of large, slavering dogs.

DO THE write thing

"ENTRANCE TO THE TUBE"

I was walking down Oxford Street the other day when a leaflet was thrust rather rudely into my hands. "Are you dissatisfied?" it asked in bold letters at the top. Well, I was really, but only because I couldn't find the entrance to the tube station that led to the platform I wanted, and I doubted that this crummy leaflet would help, so I stuffed it into my pocket.

When I got home, I saw that it was offering me part-time employment without risking my full-time job. Well, as I don't have a full-time job (I'm only 15), and I don't particularly want a part-time one (I prefer to sleep till a quarter to one on holidays, and then read AP in bed till three), I decided to chuck it away.

Then I saw at the bottom that it said to pass the leaflet on to someone else if I didn't want it. And it dawned on me: why not give it to the poorly-paid employees of AMIGA POWER? So I've enclosed it in this envelope. You really don't have to thank me – I'm just a thoughtful kind of person.

Yours thoughtfully (and caringly),
Toby Johnson, London

No really – thanks. But unfortunately, a group of particularly emaciated AP members, who clearly hadn't been able to afford to eat for several weeks, pounced on the leaflet and devoured it in seconds , claiming it to be "high in fibre and a potential source of several minor food groups". And we hadn't had a chance to make a note of the number.

"CLOUD, EH?"

I've just bought issue 41 of your super soaraway mag, and I'm willing to say it's your best since I started buying it last December. And that's without even checking out the coverdisks. "Why haven't you tried them, you foolish chap?" you may ask. Well, gather round and I'll tell you. Not so close – it doesn't seem like you've bathed today...

On returning from our visit to Manchester, we found (my dad and I) that our humble abode had been broken into, with everything of value taken, which, of course, meant my precious A1200 was heaved into the scoundrels' swag bag. Although – surprisingly – they never took my small but perfectly formed collection of APs. Every cloud, eh?

I'm writing this letter a) because I'm bored, and b) so that others can learn from my misfortune by taking their Amigas wherever they go. Yes.

Anyway, being computerless didn't stop me from buying my monthly dose of AP. No sirree. In fact, reading the reviews and readers' letters helped me to cope with the (hopefully short) loss of my Amiga, and let me tell you, it's true that you don't fully appreciate something until it's gone (with my copy of *Dennis* being the exception). I mean, I've been doing the ironing and other household chores. I even went out the other day *and* I'm writing a letter. Oh dear I'm bored. Can I come round to your house and play?

Yours yoursly,
Jaeger Gallacher, Glasgow

Perhaps the saddest story we've heard all month.

A hefty dose of emetic soon recovered the note however.
(See "Entrance to the tube".)

"WHAT YIE AR"

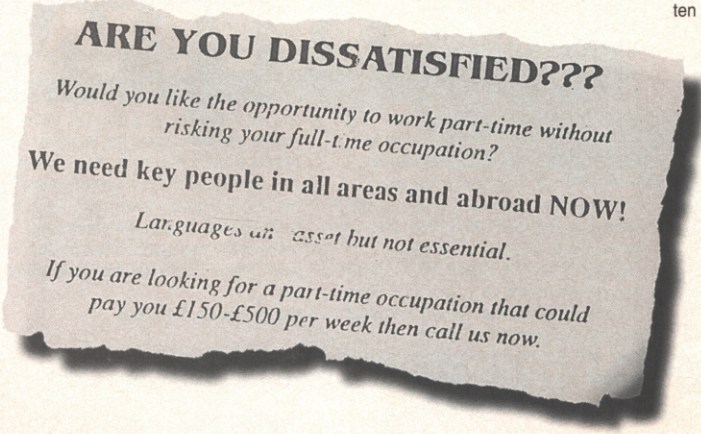
I've given this matter a lot of thought, and I seriously believe that *Yie Ar Kung-Fu*, an old BBC game I bought when I was six, is better than *SF2* on the Amiga.

For starters, *Yie Ar* has no different characters and no special moves. Neither has it any music or two-player mode. Being cassette based, the loading time is lamentable and the entire animation spans less than forty frames. But this is an old game, back from a time when you couldn't conceal lack of gameplay behind dazzling graphics and technical trickery. A game had to excel in the playability department and that's just what *Yie Ar* does. Fast, addictive gameplay is aided by simple but responsive controls. The graphics and sound are hardly outstanding, but they do their job adequately. The game takes a while to load, but after that there's no faffing about with disk swapping and accessing. There are no complicated manoeuvres to learn, and the collision detection is extremely good (usually favouring the player). It even has supposedly new features such as differing backgrounds (although there are only two), background animations and even victory and losing animations, as well as a bonus game with flying objects. But the most impressive aspect is that it's ten years old and costs a reasonable £2.99. *SF2* would have to be pretty d to top this...

Unfortunately, though, it's a le of cack. Sure, it has lots of aracters and backgrounds and l that guff, but when you've got swap 2-3 disks every round to t to them it becomes a major in in the backside. Having ggish controls, slow speed and tchy graphics doesn't do it any ours either. The music is there t it's rubbish, whilst the kground animations and bonus mes are nothing to write home ut. The ending sequences are a or disappointment, and the ninal lack of gameplay will have you banging your joystick against the wall in frustration. Overall, pitifully dire trash made even worse by the fact that it's £12 more expensive and four times as inferior as a game programmed ten years ago on an 8-bit machine. US Gold and Capcom should be ashamed of themselves.

Yours sincerely,
Tom Frakum, Oxon

Er, yeah. Probably.



"MY HORROR WAS A DOUBLE"

Dear AMIGA POWER,

I write to you with a complaint. I was really enjoying reading my September issue of AP, until I got to page 60 and 61 and there to my horror was a double page from the September Total which I had already looked at.

Could you tell me what I missed out on, on these two pages? It might have been very important.

Yours faithfully,
Brenda Thomson, East Lothian
No, we can't.

AND ANOTHER THING...

I have found out where the word 'natch' comes from. There is a team in *Speedball 2* called Super Natchwan.
Alex Smyth, Sheffield

Wrong.

Why does everyone have such a bad attitude towards Kangaroo Court? I enjoy seeing the skeleton of AP's reviewing system, plus I'm sure that you have nothing to do with the technical stuff on your coverdisk.
Peter Bushnell, Wheatley

Right.

It might well have worked had I actually got something verging on an idea as to what to write about. But I haven't. So it didn't. (Work, that is.) Damn!
Rick Doidge.
(And I still have a crap name. It hasn't changed. Damn!)

No you hadn't. No it didn't. Yes you are. Yes it is.

The word 'natch' is actually an abbreviation of nuthatch, a common woodland bird and welcome visitor to our nut-ridden winter gardens.
Alex Smyth, Sheffield

No. Sorry.

When you next see the Bitmaps, ask Eric why I didn't get a Chrimbo card last year. After all, I did star on the Gods advert... "Spankworthy!" (He'll know what I'm on about.)
Ludwig Ledbury.

Good.

I'm 33, that's seven whole years older than Iain Heron-Stamp (Do The Write Thing, AP40) but somehow I don't find your magazine infantile. In fact, I find it to be the best Amiga magazine around, so STOP PRETENDING TO BE MATURE MR STAMP, you're not impressing anyone.
Richard Hewat, Edinburgh

Hooray.

You could use a system similar to records for computer games. For example, *Mortal Kombat* would have a sticker saying "Parental Advisory – Violent Content" and *International Rugby Challenge* could have one saying "Parental Advisory – This game is crap." What do you think?
Paul Smith, Leicester

The word 'natch' is actually a corruption of 'nautch', which is Hindi and means 'a performance of Indian dancing girls'.
Alex Smyth, Sheffield

Actually, no. It isn't.

WAHEY!
Isabelle Rees, Sanderstead

(WAHEY! – Cam)

AND THAT ADDRESS,

don't forget, is:
Do The Write Thing,
AMIGA POWER,
30 Monmouth Street,
Bath BA1 2BW.
Or 'comms' fans can contact us by email at:
apower@futurenet.co.uk

THE BOTTOM LINE

We at AMIGA POWER promise to tell you the truth, the whole truth, and nothing but the truth. Well, nothing except a few cunning artistic embellishments of our own devising, of course.

THE BOTTOM LINE
(AND HOW TO UNDERSTAND IT)

★★★★★ Better than ice cream ★★★★★ As good as ice cream
★★★★ Almost as good as ice cream ★★★ Has its chocolate-chip moments
★★ Plain vanilla ★ NOT ice cream at all

The whole point of The Bottom Line is to cram as much information as possible into this small space. Here's how it works...
The top bit is easy:
GAME NAME
Publisher Price

Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the reviewer's initials. If the game appeared in our new All Time Top 100, its position comes next, followed by the mini-review and a final rating out of five stars (with red ones to show which ones are real 'must buys'). And there you have it – all you could ever possibly need to know about just about every full price game that you're even slightly likely to think about buying.

WHO'S WHO CW – Cam Winstanley ● DG – Dave Golder ● JD – Jonathan Davies ● JN– Jonathan Nash ● CL – Chris Lloyd ● RP – Rich Pelley ● SC – Stuart Campbell ● JA – James Attwood ● TT – Tim Tucker ● SF – Steve Faragher ● SM – Steve McGill

'ALLO 'ALLO CARTOON FUN
Alternative £25

AP33 37% CW
Farcical french fun with all your favourites from the eponymous television show. Sadly the game is rather bland and dull with about as much humour as something that hasn't got very much humour at all. It's basically a bog-standard platformer with naff gameplay, slow scrolling, over long disk accessing and no new ideas.
★

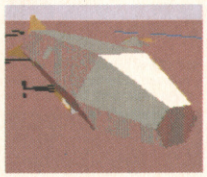
APOCALYPSE
Virgin £30

AP37 80% SC
It's *Choplifter* for the '90s. A straightforward and old fashioned arcade game. It's got pretty scenery, realistic little men to shoot and hostages to rescue and loads of different power-ups to collect. In fact, it conjures up the image of the best Vietnam movie you've never seen. There's only five levels and a limited number of strategies to employ, so it may not have the lastability expected of a game costing thirty quid, but you're only going to finish it overnight if you stay up all night and go bleary-eyed, that's for sure.
★★★★

ARCADE POOL
Team 17 £10

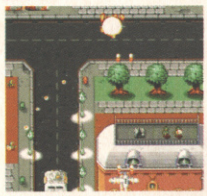
AP38 91% JD
It's like being down the pub with all the lads from Team 17. Only better. Options galore, and great computer opponents. Best of all, check out the Speed Pool.
★★★★★

ARMOUR-GEDDON 2
Psygnosis £30



AP37 57% CW
A tactical war game set in a post-apocalyptic desert or something. You've got to race against time to avoid being slaughtered by a load of genetically deficient mutants from Dundee, or somewhere equally exciting as that. To avoid this embarrassingly horrific scenario, you've got to mine valuable ore that allows you to build tanks and other weapons systems. Control is icky and overly pedantic. Expect high marks from other magazines 'cos it looks good.
★★

BANSHEE A1200
Core £26



AP39 89% CW
SWIV with planes, or *1942* with helicopter and jeep but with planes, or *Dragon Spirit* with planes but with helicopter and jeep but with planes. And good. Graphically quite beautiful in an attractively nasty way (you get to strafe ground troops, who clutch their chests, look up with infinitely sad eyes then jet blood and fall over) and supremely playable. There are only four levels (the reason it's not a 90%+) but they're long ones, and slightly wider than the screen (so you can dodge around *SWIV* fashion). Plenty of (selectable) power-ups, plenty of (alarmingly competent) monsters and rather a lot more fun than that. And no in-game music.
★★★★★

BATMAN RETURNS
Gametek £15

AP36 15% SC
Mind-alteringly unpleasant beat-'em-up with appalling control and shoddy graphics. Harder than *Project-X*, but without the saving grace of being nice to look at. You'll never see level three, largely because you won't be bothered to get there.
★

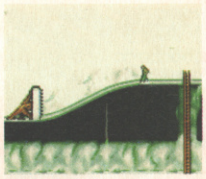
BATTLETOADS
Mindscape £20

AP42 9% RP
Neatly varied but otherwise 91% terrible multi-stage beat-'em-up.
★

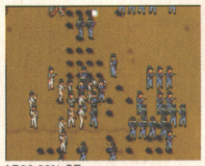
BENEATH A STEEL SKY
Virgin £35

AP33 86% CW
AP Top 100 No. 42
This massive point and click adventure comes with a couple of features that are often lacking in this genre. The first is the amazing graphics, scanned from Dave Gibbons' excellent artwork and the second is the tremendously good plot. Go ahead, immerse yourself.
★★★★★

BENEFACTOR
Psygnosis £26
AP39 57% CW
Basically sound *Lemmings*-ish platform game marred by preposterously (and needlessly) small graphics. It's not as if you have to see so far ahead or anything (and anyway there's an option to scroll the screen if you really feel the need). The argument is that the tiny graphics mean huge levels of vast complexity, which is true, but a brimming mugful of gnawingly stupid flaws whack the gameplay full-bloodedly over the head until it stops squirming feebly and dies. Try these: unspottable traps. Unavoidable monsters. Long falls that kill you. No restart points. Levels that reset when you lose. Mmm. *Benefactor* is only for people who find the idea of trying to jump on to a moving ledge using a control method whereby you hold down fire to jump in a parabolic curve and let go to drop like a weighty rock marvellously appealing.
★★



THE BLUE AND THE GRAY
Impressions £35



AP36 66% SF
Everyday American Civil War wargame, notable only for a strange habit of always making one side much stronger than the other. Dull.
★★★

BODY BLOWS GALACTIC
Team 17 £27

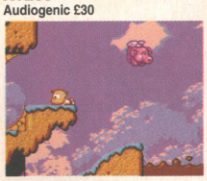
AP33 72% CW A1200 79% SM
Great graphics and loads of weird combatants do not really lift this game out of ordinariness. Weedy sound effects mean that you don't feel like you're hitting anything and, frankly, it's too slow.
★★★

BRIAN THE LION
Psygnosis £30

AP37 42% SC
If you made a list of everything you hated about cute character platform games, then compiled another list of things you really really hated about platform games, you'd be shocked to realise that *Brian the Lion* possesses just about every single category on both lists. It's a shame really. Brian tries really hard to overcome the handicap, his platform world is beautiful and possesses some neat hardware tricks, but it's all to no avail. The lame gameplay is just too much for Brian to overcome, the poor little love.
★

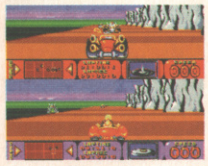
BUBBA 'N' STIX
Core £26
AP34 84 % CW
AP Top 100 No. 59
Redresses the shortage in the games market for inbred morons from the deep South of America. Bubba is our eponymous hero who has to get back to planet Earth. To help him, he has an intelligent stick, which has the same kind of functions as a Swiss army knife. Both have got to battle through five levels of increasing difficulty. Superb animation and nice little touches put it well above the average platformer.
★★★★

BUBBLE AND SQUEAK A1200
Audiogenic £30



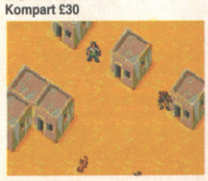
AP40 77% JN
Superior platform game with splendid graphics and unexpectedly good music that involves shooing a stupid blue thing to faraway places so he can help you get across that one dangerous bit. Large (but never empty), varied (there are bonus levels, hidden bits and a shoot-'em-up sub-game) and really very good fun indeed, it's tragically spoiled by needlessly tricky mechanics (it's all too easy for the blue thing to blunder off a ledge when following you) and a foolish hurry-up feature which fills the level with water, so if you make a mistake near the end of a screen, you drown.
★★★★

BUMP 'N' BURN
Grandslam £26



AP40 70% SM
A great idea – *Mario Kart* in the style of Wacky Races – comes apart at the seams due to an inability to grasp what made *Mario Kart* such fun in the first place. The tracks are too long so you spend ages scenery-watching, the competitors bunch together so you spend a few more ages scenery-watching, and you don't even need to use the comedy power-ups as you can pass the other cars by flooring the accelerator. Er, only to see them retaliate by strangely and suspiciously stumbling across convenient turbo-chargers. Mmm. Expansively disappointing.
★★

BURNTIME
Kompart £30



AP40 74% SM
Ugly strategy game involving traipsing around a post-apocalyptic desert and gathering a happy band that will have some chance of survival. It's sort of Mad Maxish (but without the vehicles), sort of *Duney* (but without the spice stuff), a bit unfair (you'll get killed a lot before you find out where everything is) and endorsed by Greenpeace. It is fun, though. Sort of.
★★★

CAMPAIGN 2
Empire £25
AP34 51% CW
Looked forward to with ➤

enthusiastic anticipation, this game proved to be the biggest let down since the failure of Chamberlain to save the Sudetanland. Gets bogged down by overly pedantic battle map graphic details and battle information flashes. Not so much an exciting modern wargame as an unworkable mess.
★★

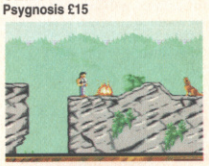
CHAOS ENGINE A1200
Mindscape £26

AP34 91%
AP Top 100 No. 29
A1200 upgrade to the ubiquitously adored original. Not too much difference graphically or playability wise, but everything does tend to look 'zingier' and better defined. If you've got the original A500 version, it's not going to be worth your time rushing out and buying this. If not, then what are you waiting for.
★★★★★

CIVILISATION A1200
Kompart £35

AP34 89% SF
AP Top 100 No. 50
The game that everyone knows about except your mum. Build cities with which to build armies with which to strike down and conquer your enemies. Failing that, embark on a space race and compete against fellow races in a rather boring utopian vision of the world. Whatever you choose, *Civilisation* is an absorbing game made all the more beautiful with the AGA upgrade.
★★★★★

CLIFFHANGER
Psygnosis £15



AP39 19% SF
The world's worst film licence.
★

CLOCKWISER
Rasputin £13

AP40 79% JA
Bricky puzzle game where you have to rotate blocks to recreate a given pattern before time runs out while dealing with the usual complement of bombs, traps, indestructible walls and teleports. Expectedly shoddy graphics, typically annoying gameplay, unsurprisingly terrible learning curve and predictably addictive. Almost *Lego'X*, really. But not quite.
★★★

COOL SPOT
Virgin £30

AP34 85% SC
Pretty standard platformer with the accent on 'pretty' and 'standard'. Not as good as either of the console versions, but who cares about that anyway? The main character makes the game. He's Cool, he's got no eyes and no matter what you try to make him do, he always does it in an inimitably cool fashion.
★★★★

COSMIC SPACEHEAD
Codemasters £26

AP33 78% CW
A highly cute and rather amusing adventure for the younger members of the Amiga game playing family. *Cosmic Spacehead* is a fairly typical adventure game with simplified puzzles for the young. The sections are broken up with a platform game as Cosmic races around trying to convince the occupants of his own planet that the Earth exists.
★★★★

D-DAY
Impressions £35

AP40 51% JD
Impressions seem bizarrely proud of their jealously guarded Micro Miniatures construction kit, and here's another wargame to make Dave Golder so glad it hasn't been released in a SEUCK-like manner. Every popularly held prejudice against wargames is confirmed by *D-Day*, and it takes as its starting point the day of the landings, so robbing you of any chance to do it yourself. (Surely the main attraction for restaging historic battles.) Barely passable for fans of brain-haemorrhagingly tedious number-crunching, slightly more tolerable if you also enjoy playing with impossibly small graphics that are the same colour as the main map.
★

DANGEROUS STREETS CD32
Flair £26

AP35 3% SC
The leading name game on the new CD32 pack, but it could single-handedly destroy any credibility that the machine may have built up. Stunningly poor gameplay, stunningly poor graphics and stunningly poor sound. Alternative recommendations for use of the CD that the game comes supplied on are; burning, scratching, hammering and breaking.★

DARKMERE
Core £30

AP37 69% JD
It's an RPG with no distinguishing characteristics other than pretty graphics. The main focus of the game though, rather than the pretty graphics, is the menu system which you use to issue commands and the like. The plot is weaker than standard RPGs' (which are usually weaker than a weak thing) and that is basically the game's downfall. Staunch RPG fans will love it for the cute edible bunny rabbits.
★★★

DENNIS
Ocean £26

AP34 8% SC
Impeccably impressive platformer. It's just that the impression it makes is one of utter disbelief that Ocean could foist such drivel on an unsuspecting public. Unsaving graces are the poor graphics, poor collision detection, poor design and poorer than poverty stricken gameplay. One to make you look at Ocean with suspicious menace.
★

DOOFUS
Prestige £28

AP33 4% JN
Look, just don't bother all right. It got 4% and we don't do that lightly, whatever people might think.
★

DRACULA
Psygnosis £20

AP39 14% JD
The world's other worst film licence.
★

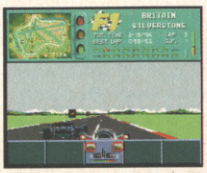
ELFMANIA
Renegade £26

AP39 61% SC
Pretty but vastly disappointing beat-'em-up with no sense of weight to the characters and a perfectly dreadful method of performing special moves that might as well light up a neon sign above your head saying, "Look out, other player – I'm about to perform a special move." There's a clever bit where you're fighting for money so you can hire a better character, but it all goes disastrously wrong in practice because the figures are fiddled to prevent you having a reasonable stable of fighters. And the tough people are so tough (and the weak ones so weak) that the fights are horribly unbalanced. The worst thing is, we said all this at the preview stage, but the programmers have taken not a jot of notice. Fools.
★★

EMPIRE SOCCER
Empire £26

AP40 90% SM
If *Sensi* is the big red Routemaster of football games, then *Empi* is the hardy commuter running along behind, forever off-balance and leaning forwards in a futile attempt to catch hold of the metal pole, never quite managing it but putting up a passenger-pleasing sprinty try all the same. It's nothing at all like 'real' football, instead concentrating on top Robo Hunter story Football Crazy-like special moves such as banana shots which curve through 90° and powerdrives which horribly injure the keeper. The pitch is short and square, you can take out three people with a sliding tackle and it's riddled with small and endearingly silly bugs (throw-ins and corners are more or less randomly allocated regardless of the team at fault), and it is, really and truly, *Speedball 2* in shorts. Certainly one of the top five games of 1994.
★★★★★

F1
Domark £26



AP34 90% SM
AP Top 100 No. 16
Rewritten version of *Vroom*. Now includes a split screen two player option. Runs at a full 25 frame update in 'Turbo' mode on an A500 and an astounding 50 frame update on an A1200. *F1* is without a doubt the fastest racer on the market and the best thing of all is that gameplay and handleability are not sacrificed despite the speed. If you're in the market for a seriously good, seriously fast racer, or your other racing games are starting to look a bit tired after years and years of high speed, engine-revving action, buy this little beauty. It's one of those games that quite literally blows away the competition.
★★★★★

F117A
Microprose £35

AP33 86% SM
There's not really a huge amount of difference here from other Microprose flight sims, most notably that old stalwart, *F19*. The F117A is a stealth plane and there are a range of missions to choose from and you fly about shooting people and buildings and all that kind of militaristic malarkey. Still it looks lovely, it's fun to play and, boy-oh-boy, you feel really good when you complete a mission.
★★★★

FANTASTIC DIZZY
Codemasters £26

AP33 80% SC
Dizzy's as eggy as ever in this huge puzzling platformer. Unfortunately there's very little here that's original, and the game seems a trifle thin for the money. Fortunately the atmosphere's good and you'll be kept interested for a long time.
★★★★

FATMAN
Black Legend £26

AP34 A500 66% A1200 66% JD
Zany Hungarian platformer. Despite the humour, the game is blighted by the lack of inertia in the eponymous hero. Not very polished in the gameplay front and there's sure to be some tortured souls out there who'll take offense at the tastelessness of poking fun at fat people. We think that it's not quite a load of old tat, but it's definitely close.
★★★

FLY HARDER
Buzz £10

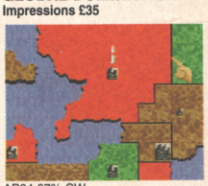
AP36 90% CW
CD32 £15 72% SC
Great *Thrust* derivative that's included here despite being a budget game because (a) it's so good, and (b) it's an original CD32 game as well. Get it on floppy, though, because it's so ferociously hard that playing it with a keyboard is your only chance of success.
★★★★★

FURY OF THE FURRIES
Mindscape £26

AP34 77% CW
AP Top 100 No. 65
Probably the dumbest name ever invented for a game. Despite that, the gameplay really makes this platform cum adventure game a winner. Much like *The Lost Vikings*, the skills of the main character decide what can and can't be done. Unlike *Lost Vikings* with their individual skills, the character can switch between skills and use them to traverse various obstacles. Crazy bonkers French game.
★★★★

GENESIA
Mindscape £30
AP33 JD 73%
The god-sim bandwagon is beginning to creak and groan with the weight of all these new look-alikes coming out. *Genesia* looks like *Populous*, plays like *Settlers* and has elements of nearly all the others. A plot twist involves a quest for seven gems that you send your knights out on when you start to get bored with building your city, but apart from that it's highly unoriginal.
★★★

GLOBAL DOMINATION
Impressions £35



AP34 67% CW
The board game Risk is the inspiration for this computer strategy game that feels like a board game. Like Risk the aim of the game is to build up armies capable of invading and holding onto other peoples' countries. It diversifies from Risk with the addition of movement limitations and army building restrictions. Despite this, it doesn't quite hold the same appeal as the age old classic and at £35 is globally overpriced.
★★★

GLOBDULE
Psygnosis £30

AP33 82% DG
The amorphous sticky blob as cartoon style platform hero makes an encouraging return in this huge game. There are loads of levels, it's instantly playable and very addictive. A thoroughly polished performance that lacks all originality. But hey, it's loads of fun. Besides, we like leaping around and sticking to things.
★★★★

GOBLINS 3
Coktel Vision £35

AP34 77% JN
Features some of the most appealingly useless characters ever seen in a point and click puzzler. Your role is more of a godlike overseer rather than any particular character, with your main task being to help Blount, the crap reporter research a story. Brilliant presentation peppered with beautiful animation and spot sound effect make this a non-stop comic bonanza which should have you laughing all the way to nowhere in particular, until you reach the bank that is.
★★★

HEIMDALL 2
Core £35

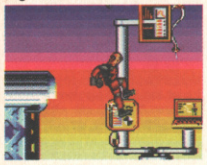
AP37 79% SM
A 3D-Isometric RPG which despite the hype and overly high scores in certain other magazines, does

nothing to push the bounds of this type of game; a major quest broken down into sub-quests which have to be completed before you can proceed. Some of the puzzles involved are simple, other are convoluted, and others are just downright impossible. It'll take a long time to complete, but doesn't offer enough to justify the exorbitant price of thirty five quid.
★★★★

IMPOSSIBLE MISSION 2025
Microprose £35

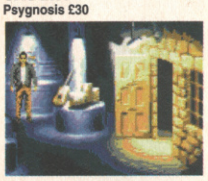
AP39 75% SC
Not so much a sequel, more a game suspiciously similar to the round of uninspired platformers that came out about the same time as the first *Impossible Mission*. MicroProse's infinite wisdom has it that the tightly focused, puzzle-oriented gameplay of the original was a Bad Thing, so *Impossible Mission 2025* sprawls formlessly and concentrates on silly feats of leaping which are made pointlessly more difficult by the inflexible jump mechanism. What puzzles there are are more than slightly dull, and not even the new power-ups (like handy shields and a fab jetpack) enliven the action. Damningly, the most entertaining thing about this game is the C64-perfect original *Impossible Mission* you get with it.
★★★

INCREDIBLE CRASH DUMMIES
Virgin £26



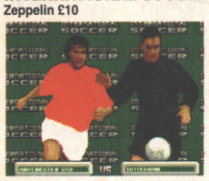
AP39 52% SM
A platform game. With guns. And dummies. That lose limbs. And then regain them. With unbearably predictable consequences. It's not very good. Really.
★★

INNOCENT UNTIL CAUGHT
Psygnosis £30



AP35 81% CW
Psygnosis make an attempt at usurping *Monkey Island*, both for humour and likeability with their not so heroic hero, Jack T Ladd. Point and click adventure with some less than standard features, adds to the flavour of this inter-galactic romp. Your hero has only 28 days to cough up the equivalent of a planet's debt or else it's the equivalent of the Inland Revenue's Death Star. Recommendable. ★★★★

INTERNATIONAL SOCCER
Zeppelin £10



AP38 23% JD
Worth buying if only for the comedy factor. You and a friend will hoot with laughter at the derisory speed of some of your players. Other than that it's crap.
★

ISHAR 3
Daze £33

AP41 50% CW
Entirely uninspired first-person perspective RPG which is still living in 1985 (walk around some mazes, find someone, walk around some more mazes to find the object that someone wants, return it to be told someone else is waiting for you in another maze) and chokes any chance of excitement with barely noticeable character interaction (non-plot vital citizens are just scenery) and extremely dull fights. Does all the wrong stuff with external and hard drives as well. The fact you can load in your favourite party from the prequels sort of gives away the lack of interest in mass appeal, but that doesn't excuse the overwhelming tedium of it all.
★★

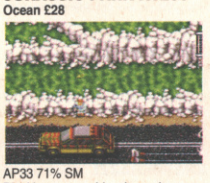
JAMES POND 3
Millennium £30

AP38 46% SC
Touted as 'the best platformer ever', this sadly fails to deliver. Although it's huge and there are loads of secret rooms, it's very annoying to play. There's even a (dramatic gasp) slippy-slidey ice world. No, no, no.
★★

JET STRIKE CD32
Kompart £26

AP42 81% CW
The control problems and disk accessing time, which foxed the original version's high-octane air-to-air and air-to-ground fireball antics, have here been eliminated, which is a Good Thing. The in-game tunes have been replaced by some actual musical numbers with singing and everything, which is a Crime Against Humanity. Apart from that, exactly the same mixture of disturbingly realistic plane specs (down to the engine noise, apparently) and laughingly hopeless handling. Charmingly PD (the programmer's obviously done everything, including graphics and speech) and, curiously, excellent fun.
★★★★

JURASSIC PARK A1200
Ocean £28



AP33 71% SM
Blockbuster graphics, b-movie gameplay. Rather like the film you roam around the park rescuing small children and fighting off scary dinosaurs. The 3D sections inside the buildings are far and away the most fun with some genuine surprises lurking round the corners.
★★★

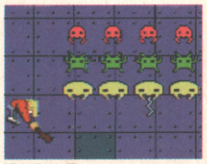
K240
Gremlin £30

AP37 83% SM
Utopia got a good rating from AP first time round. *K240* is basically *Utopia 2*. And what an improvement over the original it is. *Sim-City* meets *Populous* set in an asteroid cloud in space. You're job, to mine and explore the asteroids in sector K240. This would all be hunky dory and rather dull, apart from the fact that there are aliens out there set on blowing your plans and asteroids to smithereens. Its a race to mine enough ore to build enough ships to go out there and push the enemies face in. And there's nothing quite like the feeling of destroying the enemy's asteroids, that's for sure.
★★★★

KICK OFF 3
Anco £26

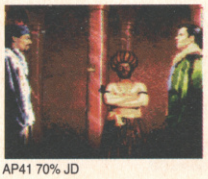
AP40 69% SM
At least they've tried to be different: the absence of Dino Dini has also spelt the end of the pinball feel to this series. But! it's all a bit of a mess. The game forces you to use a two-button joystick (otherwise you can't pass accurately), the scrolling is genuinely sickeningly jerky, the graphics and 'feel' are hugely shabby (silence when you score, laughably inappropriate animation, no second drive recognition and the muddled front end spring easily to mind) and you just want to be playing *Wembley International Soccer* for the whole time you're squabbling with it.
★★

KID CHAOS
Ocean £26



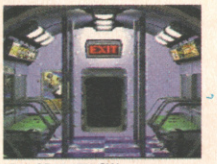
AP41 71% JD
Oh, how we wept into our mugs of unpleasant chocolate. Apparently the programmers of this game turned up on Ocean's doorstep with an exact copy of *Sonic the Hedgehog*, but in the inevitable legally sensible flurry of changes something terrible happened. In crept over-enthusiastic momentum, stupid obstacles that stop you running at speed (so why have such fast scrolling?) and unspottable traps, trampling all over the great vandalism-based gameplay and atypically imaginative level designs. Grrrr.
★★★

KING'S QUEST 6
Sierra £35



AP41 70% JD
Point-and-click adventure that, while being large and involved, is also guilty of just about every point-and-click crime: tiny objects (with a cursor that doesn't point them out), deaths (and sudden deaths at that), endless screens of text, terrible jokes and no improvement in the cloddish control method despite three years having passed since Part 5.
★★★

LABYRINTH OF TIME
Electronic Arts



AP35 CD32 47% CW
Imagine one of the most beautiful slide shows that you've ever seen on an Amiga. Then imagine a less interactive slide show. That just about sums up *Labyrinth*. You've got to save the earth or something equally as paltry and explore a connecting maze at the same time. Nothing can hide the fact that there's no gameplay, no atmosphere, and ultimately, no reason at all whatsoever to play the thing.
★

LAMBORGHINI AMERICAN CHALLENGE
Titus £25

AP34 74% A500 80% A1200 SF
Crazy Cars 3 with a Lamborghini. Race over 15 different circuits dispersed over the whole of the US of A. Earn money by winning races and gambling on the outcome. Spend the money on upgrading the car with the usual run of the mill improvements like new tyres and gearboxes etc. It's not anything you haven't seen before, but it's still capable of firing you up on all cylinders. ★★★★

LAST ACTION HERO
Psygnosis £20

AP39 3% SC
The world's other other worst film licence.
★

LEGACY OF SORASIL
Gremlin £26

AP36 80% SM
Look, it's *Hero Quest 2*, all right? Perfectly fine and fun RPG hack-'em-up as it goes, but why not try *Sabre Team A1200* or *Laser Squad* (still) for something a bit zingier?
★★★

LIBERATION: CAPTIVE 2 CD32
Mindscape £35
AP33 91% SF
AP Top 100 No. 33
The first game that really gets around to using the CD32 to its maximum potential. Massive gameplay area, 4000 levels, hours of digitised speech and fairly horrible graphics (sadly). Guide your four androids around the city which is viewed in *Dungeon Master* style and, by picking up and following the clues, liberate the wrongly imprisoned.
★★★★★

LIBERATION A1200
Mindscape £30

AP36 89% SM
AP Top 100 No. 33
They said it couldn't be done, but A500/600/1200 owners with 1.3 megs of free RAM can now play Tony Crowther's CD32 blockbuster from humble floppies. Apart from the sound, there's very little discernible difference between the CD32 and A1200 versions, and although the non-AGA machines simplify the graphics somewhat, the massive city with its captivating gameplay (cheers) remains pretty much intact.
★★★★★

LITIL DIVIL CD32
Gremlin £30

AP42 22% JN
Yes, you've heard the line hundreds of times before, but this time we're using it and we're great, so shut up. This game's graphics are cartoon quality, and the artists should seriously consider getting into animation. The look, the characterisation, the gags and (most importantly) the timing are impeccable. The game though is one club-footed step beyond the wretched *Dragon's Lair*, in that you have full control over your 'divil' but end up playing (dishonestly hard) *3D Maze*, *Simon* and *Frogger*. Sigh.
★

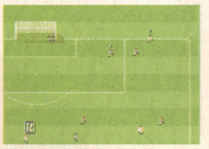
MAELSTROM
Empire £35

AP35 72% SM
A space opera management game which may well appeal to science fiction fans. Lots of groovy stuff in here to get your teeth into. You are overlord of the most strategic planet in the galaxy. The big bad empire are out to conquer you. You must defend yourself effectively or else it's curtains. Gameplay is somewhat hindered by silly names and lack of an undo feature on the options.
★★★

MAGIC BOY
Empire £26
AP33 37% SC
We've seen it all before and we've seen it done better. *Magic Boy* is a very similar game to *Rainbow Islands*, only nowhere near as good. It's not all bad, it's got a few interesting bits and loads of secret rooms and all that, but the controls aren't too slick and the graphics are too small.

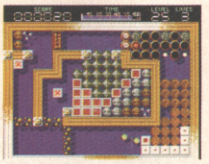
★

MANCHESTER UNITED PREMIER LEAGUE CHAMPIONS
Krisalis £30



AP36 62% (A1200 63%) SC
It's *Sensible Soccer*, but for *Kick Off* fans.
★★★

MEGA MOTION
Black Legend £10



AP35 75% SM
An original if somewhat hard to categorise puzzle game. 100 levels grouped into four difficulty types provides a nice balance for children and adults. Guide a Newtonian kinetic mimetic 'thing' to an exit. In between there are fiendishly placed obstacles and bombs in your path which have to be negotiated and blown up. The down side is that once a level has been completed, you're not going to go back to it.
★★★

MICROCOSM CD32
Psygnosis £45
AP36 44% SC
Hugely disappointing rehash of *Space Harrier* that's neither as pretty as we'd hoped or as interactive as we'd been told. The animated intro's impressive, but 45 quid is about a fiver for every minute's entertainment this'll give you before you get utterly bored.
★

MONOPOLY
Supervision £28

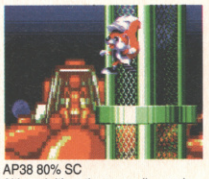
AP38 81% SC
A surprisingly fun version of the board game classic, made exciting by the character-filled opponents such as Lord Topper, Bosun Barnacle and Mobile Michael. Gather the family around your computer and force the loser to make cups of tea for £500 Monopoly money.
★★★★

MORTAL KOMBAT
Virgin £30

AP33 86% SC
AP Top 100 No. 27
Surprisingly excellent conversion that must make the Amiga version far and away the most playable ➤

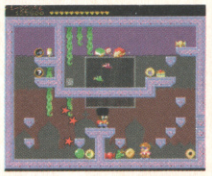
and enjoying. Thrash, maim and destroy your opponents and move on up to eventually face the thing with four arms and finally the evil overlord, or something. Easy to control, good enough graphics and those exciting spurts of blood all add up to lots of fun, fun, fun, fun, fun.
★★★★★

MR NUTZ
Ocean £26



AP38 80% SC
Although it's rather sprawling and seems sometimes aimless, this is nonetheless a well programmed and entertaining platformer. Mr Nutz is a squirrel out to save the world, or something like that. This *Mario*-esque adventure will give you hours of fun. If you like that kind of thing.
★★★★

NAUGHTY ONES
Interactivision £26



AP36 90% SC
AP Top 100 No. 47
A fabulously loveable single-screen arcade platformer following in the traditions of *Bubble Bobble*, *Parasol Stars* etc. Dozens of stages, formidable difficulty and lovely to play. Just the way we like 'em.
★★★★★

ON THE BALL
Daze £30 (£33 AGA)

AP41 85% SF
At last – someone's sat down and realised that what football management games need is a sense of fun. The feeling of involvement with your team is tremendous (you get to laugh with them, cry with them and, er, enjoy a post-match tipple with them). A distinct lack of numbers helps the game bounce along, and the all-round polish and attention to detail (not to mention solid management algorithms) puts this at the top of any wants list.
★★★★

OUT TO LUNCH A1200
Mindscape £25

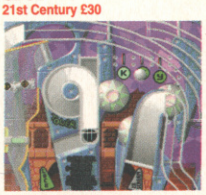
AP39 76% JD
Despite being a platformer, and despite having a Slippy-Slidey Ice World on the first level, and despite forcing you to go looking for weapons at the start of each screen, an entertainingly playable(ish) and rewardingly difficult(ish) game with Pierre the Chef, the cutest hero ever in the history of all things. Frankly, it's Pierre and the other characters who really make the game (there's nothing here you've not seen before) but they do it with such pânache that you can't help but enjoy yourself.

And the bit where the anthropomorphic salmonella absorbs your oh-so-lovable chef whole is truly gruesome.
★★★

PERIHELION
Psygnosis £30
AP36 77% CL
Overwhelmingly orange RPG, a bit

like a less-accessible version of *Laser Squad*. The graphics are pretty (in an orange kind of way), the onscreen text's a bit difficult to read (because of all the orange, probably), and the gameplay's a bit orange. Er, unoriginal. But it's okay. If you like, etc. ★★★

PINBALL FANTASIES CD32
21st Century £30

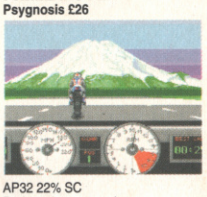


AP32 90% SC
AP Top 100 No. 10
Nothing much new here, a couple of extra tunes and more colours. It's still just about the dandiest thing you can get for your new console though.
★★★★★

PIRATES! GOLD CD32
Microprose £30

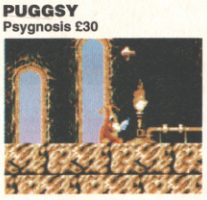
AP 35 74% SC
Yo ho ho and a bottle of rum, pieces of eight and shiver me timbers are all phrases which will slip off your tongue when you play *Pirates! Gold*. It's basically just a re-release of *Pirates!* with tarted up graphics. Despite the basic framework, it manages to hoist your mainbrace and rope you into its rigging. Certain aspects are unnecessarily tedious and the combat system is too simple. Despite that, it's still a jig of a game.
★★★

PRIME MOVER
Psygnosis £26



AP32 22% SC
Bad music, nasty noises, crap controls and years of boredom and frustration are yours if you buy this piece of motorbiking nonsense from 'ought to know better' Psygnosis – so don't. ★

PUGGSY
Psygnosis £30

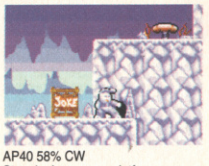


AP36 40% SM
Puggsy? Crapsy, more like. ★

PUTTY SQUAD A1200
System 3 £30

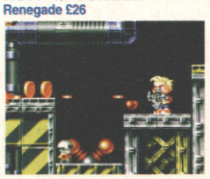
AP41 91% CW
Visually, aurally and conceptually gloriously inventive platform game with exactly the right mix of gags, guns, gullible cats with rubber stomachs and gameplay. Slither, bobble and dance-to-DJ-Uncle-Ted your way through fifty levels of disturbingly Apocalypse Now-inspired nonsense, hitting monsters with your blue putty fists and swallowing their souls with your amazing absorb-o-power. Easily the best platformer since *Yo! Joe!* and an object lesson in how to do a sequel properly. Bonus points for including a sample from Screwball Squirrel (Tex Avery, 1944) as well. Or possibly not.
★★★★★

QUIK
Titus £20



AP40 58% CW
Stunningly average platform game affording nothing new whatever and rapidly becoming very annoying indeed.
★★

RUFF 'N' TUMBLE
Renegade £26



AP42 88% JD
Platform game with guns that's appallingly difficult, but rigidly fair with it. Lovely reversals (your small cute child packs a machine-pistol; the denizens of the typical platform levels – woodlands, underwater caverns and the like – are armour-plated and fire barbed harpoons), excitingly cataclysmic power-ups, very (but workably) tricky layouts and angrily playable. 'Challenging' is probably the word we're looking for.
★★★★

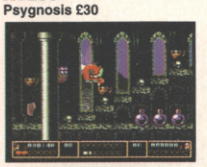
THE RYDER CUP A1200
Ocean £30

AP35 77% CW
The *Ishar 2* of golf games. You'd never guess it from the name, but this covers the annual tournament between the golfers of Europe and the loud-mouthed cap-toothed prima donnas of America; the Ryder cup. The tournament inclusion lets you play with and against your friends in teams. Golf purists and other sensible trouser-wearers would probably be best advised to search out Nick Faldo's computer golf incarnation.
★★★

SABRE TEAM A1200
Krisalis £30
AP35 89% CW
AP Top 100 No. 45

A *Laser Squad* variant, but this time using real computer people. *(er, sort of. – Ed)* Not only does it look better than the aforementioned game due to the AGA enhanced graphics, it also plays better. Movement is now much quicker and a whole mission can be played proficiently in about an hour or so. Considering the action, strategy and planning required, this is one game that will be greatly enhanced by the release of extra mission disks. We're holding our breath.
★★★★★

SECOND SAMURAI A1200
Psygnosis £30

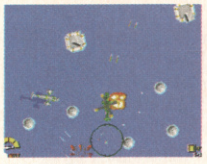


AP36 89% CW
AP Top 100 No. 19
Different to, but not noticeably better or worse than, the ordinary A500 version. But that doesn't work on A1200s, so if you've got one and you want to play *Second Samurai*, get this version.
★★★★★

SECOND SAMURAI
Psygnosis £30

AP32 90% JN
AP Top 100 No. 19
After *First Samurai* comes, er, *Second Samurai*. And a jolly good platform game it is too. Crammed full of super sounds, gripping graphics, perplexing puzzles and enigmatic enemies it will take you an age to complete. There are three worlds, each with four levels and every new level is just that bit more difficult than the last, making for a classically addictive game. *Second Samurai* stands head and shoulders above the majority of boring platformers, it has all the obligatory features such as bonus rooms and bosses but somehow has more even more style than its already stylish predecessor. Hari-kiri has never been so much fun.
★★★★★

SEEK AND DESTROY
Vision Software £20



AP32 79% SM
Putting you in command of an Apache helicopter this game is viewed from above and scrolls in every direction. Armed with a chain gun, Fire and Forget Air Rockets, Air-to-air intercept missiles, Air-to-ground missiles, Napalm and with the ability to call up an air strike when you need extra help, you have a variety of missions to complete. It's fast, fun and extremely difficult. It's got good noises and dull graphics.
★★★

SIERRA SOCCER
Sierra £25

AP38 62% SM
An interesting copy of *Striker* (allegedly) that is sadly flawed by one or two bugs. The computer frustratingly switches between your players as it tries to decide which is nearest the ball and the whistle may blow in between you hitting a penalty and the ball going into the net. Annoying.
★★★

SIMON THE SORCERER
Adventure Soft £35

AP34 69% JD
Point and click adventure with a 'spot the fairy tale' feel about it. Suffers from the usual 'interactive' pitfalls i.e. you spend a lot of time scanning the screen with the pointer to see if anything registers. Peppered throughout with utterly forgettable jokes and suffers from the early text adventure syndrome of 'can't do that' messages. Fans of the Brothers Grimm and CS Lewis may like it. Everyone else should avoid.
★★★

SIMON THE SORCERER CD32
Adventure Soft £35

AP42 57% JN
Exactly the same game as the A1200 version – all the poor jokes, all the pointless wandering, all the fantastic graphics, all the obvious puzzles – but this time with speech. Greatly annoying speech that's compulsory and bugged at that. One to acknowledge as a breakthrough game following *Darkseed* into unexplored 'talkie' territory, if not to actually buy.
★★

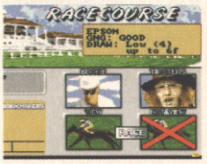
SKIDMARKS
Mindscape £25

AP34 78% A500 80% A1200 SM
Fantastic little racing game completely written in Blitz Basic. Race over twelve tracks generated using the painful sounding quadratic-B-splines. The cars have a character all of their own due to the number of frames used to draw them. A1200 owners are catered for with an AGA enhancement disk. Handling is good, and racing against several human opponents takes it to a new dimension.
★★★★

SNAPPERAZZI
Alternative £20
AP34 36% SM
Not good enough to be considered run-of-the-mill. This platformer puts you in charge of a demented looking

tabloid reporter who has to snap celebrities for a living. The gameplay requires pixel perfect positioning and is further decremented by a nauseating colour cycling background. All in all, one to be missed even at the super soaraway price of £20.
★

STABLE MASTERS 2
ESP Software £25



AP38 58% SM
A sort of football management sim for horse fanciers, *SM2* gives you the chance to race the horses you've trained, collect the prize money (or not) and bet on yourself. The down side is wading through all the statistics, which is tedious if you're not a big fan of the gee-gees.
★★★

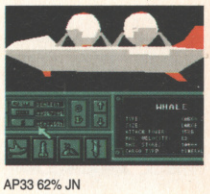
STARDUST
Daze £17

AP33 89% SC AP Top 100 No. 23
Superb looking and eminently enjoyable *Asteroids* with a thousand more levels, features and enhancements. Great music synchs amazingly well to the action and gets you totally involved. Gorgeous graphics pour out of the screen and into your eyes. This beauty will keep you blasting away for hours and hours. So buy it!
★★★★★

STAR TREK A1200
Interplay £35

AP34 62% DG
Even the most die-hard of fans will find this 25 year tribute disappointing. It's for A1200's with hard drives only. While this should have made the game nice and complex and able to run like a peach, it all comes down to the fact that the game is a series of mini adventures none of which offer enough to whet your interest beyond being slightly bored.
★★★

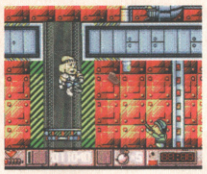
SUB
Thalamus £30



AP33 62% JN

A strategy game set in the aftermath of apocalyptic disaster. You control (can you guess?) a Submarine. You have to mine and trade and fight and generally rebuild your own miniature underwater civilisation. Sounds alright but it's all rather tedious unfortunately.
★★★

SUBURBAN COMMANDO
Alternative £25



AP33 62% SC
A mish-mash of various game styles with elements of shoot-em-up, beat-em-up and platform games. It's hugely derivative but not as bad as it could be. You'd expect rubbish from a game like this, with such an obviously tacky tie-in. But Stuart was kept busy and amused for quite a while. He even stopped watching re-runs of the cult Australian '70s TV series Canoe Squad when he was playing this. It stars Hulk Hogan too.
★★★

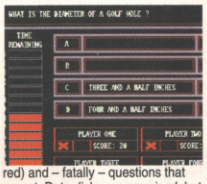
SUPER METHANE BROTHERS
Apache £26

AP39 72% SM
Bit of a tricky one, this. It's *Bubble Bobble*, but with vacuum cleaners that fatally squirt the monsters against walls. But, er, it's not very good. And we can't really put our collective finger on the reason why. Structurally, it's identical to the much-loved dinosaur/soapy envelope original (120 levels, mini-bosses, tricky bonuses, secret rooms) and many of the screen layouts are unsportingly similar, but it's not *there*. Um. Maybe it's the lack of continues (or any kind of restart points) or the fact it's all so numbingly easy. But probably not. It's okay. Ish. Basically. (Or maybe *Bubble Bobble* wasn't actually that wonderful all along.)
★★

SUPER STARDUST A1200
Team 17 £30

AP42 89% JN
Stardust, fairly obviously, but on the A1200, equally obviously, which means better graphics, better sound, faster tunnels, bigger asteroids, underwater *Thrust* sub-games and keyboard control. Fabulously lovely in every respect, except (especially bizarrely considering the embolismingly hard A500 version) it's far, far too easy – we suspect Team 17 bullied the programmers into toning it down. A great game, but not quite a *great* game, if you see what we mean.
★★★★★

SWITCHQUIZ
Switchsoft £29/£37
AP41 54% CW
Pub quiz game with the novelty of two four-button hand controllers (four in the more expensive version) but the bugbear of atrocious presentation. Tiny print, Smashie & Nicey samples, no colours (beyond



red) and – fatally – questions that repeat. Data disks are promised, but even so Trivial Pursuit still rules the stupid quiz game roost.
★★

T2 – THE ARCADE GAME
Virgin £26

AP33 57% SC
Terminator 2 is a predictable shooting gallery fest with all your favourites from the movie. Well actually it's all your favourite bits from the far future bit of the movie. Armies of terminators come storming towards you and you shoot them all. And, er, then armies of terminators sprint across the screen and you shoot them all. And, er, so on...
★★

THEME PARK
Electronic Arts £30

AP42 91% CW
Tellingly sponsored, frightening demonstration of the sophistication of mood manipulation techniques in today's grotesquely commercial world, as you oversalt chips to get the tourists to buy drinks, oversugar the drinks to make them hyperactive and fiddle the time your rides run for so you can cram in more people per day, then hugely underpay your indispensable staff and sell off the place to finance your next step in global funfair conquest. Loot 'em and boot 'em, that's the ghastly philosophy of *Theme Park*. Or you can play the game to make a really nice funfair with great rides and reasonable prices. But then you'll go bankrupt.
★★★★★

THE SETTLERS
Kompart £35

AP32 88% A1200 90% CW
AP Top 100 No. 38
An absorbing economic simulation with cute cartoon characters? Well, yes. Build a castle, a butchers, a bakers, a farm, a windmill and a host of other buildings and watch the tiny inhabitants scurry around building, baking, butchering, farming and a host of other things. Then take over other settlers with your knights and you've won.
★★★★★

TOP GEAR 2
Gremlin £26
AP42 63% CW
An average racing game slapped

down to mediocrity by comparison with the likes of *Lotus 1*, *F1GP* and the mighty *F1* itself.
★★

TORNADO
Digital Integration £35

AP35 78% 82% A1200 CL
Probably as in-depth as flying the real thing. There are well over 100 buttons to press, which when pressed will engage your terrain-hugging Tornado in some sort of aerial manoeuvre. There are several pre-programmed missions to be engaged in, but it's severely hampered by speed of frame update, even on an A1200. Still doesn't stop the level of attention to detail being both impressive and daunting. State-of-the-art pedantry for people to cheap to fly the real thing.
★★★

TOTAL CARNAGE
ICE £30

AP37 10% SC
The *International Rugby Challenge* of coin-op conversions. It bears as much resemblance to the coin-op as a Centurion Tank does to Thomas the Tank Engine. It's impossibly difficult to play, collision detection is awful. There are numerous extra lives strewn around in a desperate attempt to keep you playing, but when all's said and done, it comes down to the simple fact that only the name gives you a clue to the origins or aims of the game. We advise you to give it a well earned miss.
★

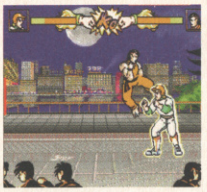
TORNADO A1200 VERSION
Digital Integration £40

AP38 82% JD
There are minimal differences between this and the ordinary version. More colours etc.
★★★★

TRAPS 'N' TREASURES
Krisalis £26

AP38 79% SM
Pirate platform antics with plenty to do. The monsters are a bit too hard perhaps, but the puzzles are intriguing and will make this game last you for some time.
★★★

TUBE WARRIORS A1200
Dynabyte, £26
AP36 12% SC
This is a quite frankly horrible beat-'em-up that makes about as much



use of the A1200 as my granny does when she's going shopping. For vegetables. On a Monday. In the market.
★

ULTIMATE BODY BLOWS
Team 17 £30 CD32

AP39 86% SC
Third time lucky (or fourth, we've lost count of how many versions of *Body Blows* Team 17 have done) for everyone's favourite (and scandalously shameless) *SF2* clone. It's got the lot: sensible use of the extra buttons, 21 individual characters (as opposed to the same character 21 times) and a fast mode that's scorchingly nippy. You'll fairly obviously need two joypads though.
★★★★

ULTIMATE PINBALL QUEST
Infogrames £30

AP39 61% JD
No it isn't.
★

UNIVERSE
Core £35

AP41 21% JN
A point-and-click game so poor you'll want to volunteer for the Army rather than play it.
★

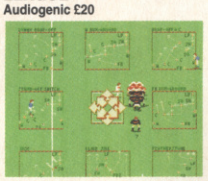
VALHALLA
Vulcan £30

AP39 19% CW
Not, regrettably, the redundantly drawn-out Speccy adventure (which, apparently, only one person ever bothered to finish) but an overhead-view maze game where you walk around and get killed by unspottable traps. A lot.
★

WEMBLEY INTERNATIONAL SOCCER
Audiogenic £26 CD32/A1200

AP39 85% SM
Footy game of the Let's Not Actually Try Hopelessly Optimistically to Trounce *Sensi* school that's all the better for it. Some splendid ideas (overhead or isometric views, an optional window showing the player to whom you're going to pass, custom playing styles) pep it up no end, but it's all let down by the sticky speed and uncomfortably small pitch. Let's hope there's a Version 2, eh? Best played with a CD32 joypad, which you can do on the A1200 version as well.
★★★★

WEMBLEY RUGBY LEAGUE
Audiogenic £20



AP38 62% SC
A manly and noble sport makes its debut on the Amiga. Unfortunately this is probably not quite as much fun as *Five Nations Rugby* (AP14, 86%) which uses the same game engine. Something's missing in the translation.
★★★

WILD CUP SOCCER
Millennium £26

AP40 14% CW
How to kill a good idea about football with violence. Step one: Present the game in incredibly acute isometric 3D so it's stupendously difficult to see what's going on and inconceivably hard to make accurate passes. Step two: Implement the football mechanics in a fantastically terrible manner, so that you have to painstakingly beat up and kill all the opposing players, who will just zip in and steal the ball leaving you helpless. Step three: Compensate for this fault by allowing the player to run directly across the screen and score. Step four: Save time by allowing the player to complete the entire game just by holding down the fire button. Step five: Refuse to scrap the game and release it. For £26. ★

WIZ 'N' LIZ
Psygnosis £29.99

AP31 SC 78%
Deliberately aimed at the, erm, youth end of the market, *Wiz 'n' Liz's* confrontation-free gameplay tends to leave you wondering where exactly the actual gameplay is. With no baddies, and therefore no-one to kill or be killed by, you play a sorcerer racing to free bunnies, with time being your only enemy. Free the bunnies, collect words to form spells and, well, that's it really, but a competitive two-player option and a fantastically speedy pace make it quite fun and more than a little bit addictive. Somewhat surprisingly.
★★★

WORLD CUP CRICKET MASTERS
ESP £25

AP39 14% SM
Cricket. Done very badly indeed . Your men are drawn from the Lowry school of figurative work and are consequently almost impossible to see, the animation is appalling, the gameplay is ruined by intrusive point and click menus and it costs far too much money for what it is. If you want to play cricket on your Amiga, do yourself a favour and go out and get *Graham Gooch's World Class Cricket* which is a much more highly polished and playable affair. It's good to see independent companies having a go, but that's the only good thing you can say for this awful game. ★

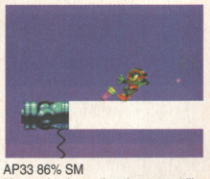
WORLD OF SOCCER
Challenge £20

AP40 5% SM
It's a football management game. Written in BASIC. By programmers who can't spell. Or write football management games. So surprisingly we don't like it. Very much. At all. You'd be better advised to stick your head in a vat of sulphuric acid than to contemplate buying and playing this so-called, self-styled 'game'. ★

WORLD CUP USA '94
US Gold £26

AP41 20% SM
Terrifyingly awful overhead-view footy game with every fault imaginable ranging from eleven minute loading times, through hopelessly fiddly tackling, to 100% successful passes that reduce the game to kicking the ball from one end of the pitch to the other. Quite possibly the most shameful full price release this year. ★

ZOOL 2
Gremlin £26



AP33 86% SM
It's good to know that there are still some platformers out there that look and feel really good to play. The programmers of this little beauty have really let their imaginations go and stretched the normally rather dull platform genre to its limits. The game features some really rather beautiful animation. ★★★★

the secret cavern

SOFTWARE

● *Striker* £6, *Pinball Dreams* £9, *Transwrite* (WP) £16 – All boxed. *Zool 2* – no box £6.50. Please phone after 4pm. **Tahir Butt (0203) 555394**

● *Simon the Sorcerer* £18, *Space Quest* 1 £11, *Lure of the Temptress* £13 & *Skid Marks* £16. All in good condition. Plus £1 p+p. **Andrew Smith (0252) 549255**

● *Pacific Islands, R-Type 2* £7; *Vikings, Castles, Lemmings, Spirit of Excalibur, Flight of the Intruder, The Charge of the Light Brigade, Captain Planet, Bart vs The Space Mutants* £5. Boxed Originals. **Karl Walker (0234) 365954**

● *Pirates, Cannon Fodder* and *Sports Masters* (4 game compilation), £15 each or swaps. **A Marchant (0664) 501153**

● *Micro Machines, Archer McLean's Pool, Walker, Apidya, Nigel Mansell, Project X* (revised), *Desert Strike, Disposable Hero, Soccer Kid, Skidmarks, Zool, Theatre of Death.* All boxed with instructions – £10 each. **John Francis (0604) 412545**

● CD32 games. *Microcosm* £30, *Bubba 'n' Stix, Nick Faldo's Golf* – both £20, *Super Putty* £10. All not used. **Alan Brazewell (*Brazen more like.* – *Ed*), 17 Alumnd Road, Gorleston, Gt Yarmouth, NR31 8EJ**

● Boxed originals. *Airbus* 320, *Patrician, EOB 2* – £8; *Zool, Indy: Last Crusade* – £6 + 30 others from £2 – will swap for *Ragnorak.* **Allan Brown (071) 793 1185**

● Great Amiga games, mad prices; *Chaos Engine, Pinball Dreams, Striker, Zool, Syndicate,* boxed originals £6 each all excellent condition. **Carl Wakelam (0352) 771795**

● *Beneath a Steel Sky* £15; *Desert Strike* £10; *Sim Earth* £10. **John Samson – Sundays only (0444) 471282**

● *Wrestlemania* £10, *Fantasy Land Dizzy* £4, *Magic Land Dizzy* £4, *International Ice Hockey* £5 – all boxed with instructions. **Gary Dalrymple (0387) 64624**

● *Lemmings 2, Campaign, Guy spy, Flashback* £10 each. Phone after 5.00pm. **Julian Earl (0423) 868022**

● *Frontier (Elite 2)* boxed – £20, *WWF Wrestling 2* boxed – £8, *Street Fighter 2* boxed – £10. **Sam Weston (0732) 851261**

● *Altered Beast* £5, *Heroes* £5, *The Godfather* £7, *Chuck Rock 2* £12, *Pinball Dreams* £12, *Seven Gates of Jambala* £10. **Stuart Fraser (0327) 843984**

● CD32 games; *Liberation, Heimdall 2, D/Generation, Zool, Diggers, Oscar* and *Lemmings.* ALL offers considered for each or the lot. **James Wylie (0365) 323964**

● *Thunderhawk, Magic Pockets, The Simpsons* – £5 each. *Wrestlemania, Captain Planet* and *Altered Beast* £4 each. *BMX Simulator* £3. All boxed, ring after 4.00pm. **Jimmy Keogh (081) 550 4579**

● *Sensible Soccer* (92 & 93), *Mega-lo-Mania, Premier Manager* – £8 each. *Sim City, Populous* £12. **Jeffrey Vernon (0904) 702653**

● *Legend* £8, *Ski or Die* £5 and *John Madden* £7. All boxed originals with instructions. **Paul Richardson (0723) 513364**

● *Syndicate, Desert Strike, Nick Faldo Golf* & *Microprose Grand Prix.* All fully boxed, £15 each. **Matthew Brown (0602) 300039**

● Amiga and SNES software. Top titles. Will sell or swap. **Imran Chuadhry (081) 886 1257**

● *Defender of the Crown* – £5, *Cannon Fodder* – £20. Boxed with original instructions. **Paul Ashton (0244) 378082**

● *Elfmania* £20, *Flashback* £15, *Overdrive* £15, *Champ Manager '94* £6, *Kick Off 3* £20. All boxed and in good condition. **Darren O'Neill (0788) 570157**

● *ADI French* (age13/14) £10, *Striker* £10, *Bubble Dizzy* £3, *Oscar* £10, *Dennis* £10. All sensible offers will be considered. Phone after 7pm. **Viv (0372) 844427**

● CD32 games. *Project X, Mansell, Global Effect, Zool, Robocod, Seek 'n' Destroy, Chaos Engine* £12, *Premier, International Karate, Super Putty* £8. **Paul Japp (081) 940 1935**

● *Overdrive* £10, *Curse of Enchantia* £10, *Striker* £10, *Links Golf* £10, *Zool* £5, *Pinball Dream* £5, *Moonshine Racers* £5. **Christopher Lamb (0227) 711744**

● Offers for *LSL 1, 2 & 3, Graham Taylor's, Desert Strike* and *Putty.* Will swap any for *Brutal Sports Football* or *Micro Machines.* **Rohan Patel (081) 360 0231**

● 26 original games including *Simon the Sorcerer.* All highly rated, includes £200 worth of extra gifts. All for around £170. Phone and please leave your number. **Wayne Lee (0943) 603802**

● For sale: *PGA Tour Golf* plus, *Lure of the Temptress* £7 each. *Chuck Rock 2* £5, *Lotus 1, Car-Vup* £4 each. All boxed and in good condition. **Jonathan Cowley (0533) 416694**

● *Cannon Fodder* £15, *Cannon Fodder Trainer* £7, *Sensible Soccer* £10, *Jimmy White's Snooker* £8, *Speedball 2* £6. Lots more, ring for information. **Jame Gould-Bourn (061) 428 0199**

● *Gunship 2000* boxed, perfect condition, all materials included – £16 only. **Scott Fulton (0275) 838007**

● Cheats for over 1100 Amiga games – only £4.50. Write to **Alex Barley, 80 George Street, Maulden, Beds. MK45 2DD**

● *Blade of Destiny* £13, *Fire & Ice* £9, *Corporation* £5, *Rainbow Islands, Myth, Batman* £3 each. All boxed originals. **Scott Ferguson (0258) 817549**

● For sale; *Robocop 3, Premiere, Stardust, Lotus Trilogy, Chuck Rock, Populous 2, Pinball Dreams, Premier Manager.* **David Norton (0440) 708312**

● *Trolls* (AGA), *Future Wars, 3D Construction Kit, Monkey Island 2.* All fully boxed with manuals – £15 ono. All originals. **Neil Sparks (0622) 870965**

● *Desert Strike, Sabre Team, Mega Twins, Elf, Campaign, Space Hulk, Rick Dangerous 2, M1 Tank Platoon.* Price negotiable – will consider swaps. **Gareth Turner (0766) 85203**

● AP 30-41 for sale, some coverdisks also old Amiga titles including *R-Type 2.* **Ian Pritchard (0376) 583188**

● *Syndicate, Desert Strike, Flashback* – £10 each. *Space Crusade* £5. **Paul Japp (081) 940 1935**

● *Liberation, Alien Breed 2* (AGA) – £15, *Seek & Destroy* – £12, *F1, Apidya, Populous 2, Striker, Worlds of Legend, Wing Commander, Lure of the Temptress, Pinball Dreams* – £10, *Putty, Sabre Team* – £5, *Corporation, Captive* – £2. Phone after 6pm **Oliver Hudson (0394) 411275**

HARDWARE

● Amiga 500 with mouse, joystick and 7 games, still with original box £175. **Tajinder Dhaliwal (081) 571 1600**

● A500+ 1Mb, joyslick, infra-red joystick, rechargeable batteries, mouse + pad, software, manuals, leads – £190. Clean and working condition. **Max Lucy (Portsmouth) 812254**

● A1200 (with four years warranty), Philips 8833 monitor, two joysticks, £500 worth of games, everything boxed – £550. **Kerion Llewellyn (0685) 874100**

● Video back up. Save 150 disks to one three hour tape – £30. P+P free, plus one free tape. **Mr. A. P. Knight (061) 790 0962**

● Amiga 500 1 Mb, 22 original games; *Desert Strike, Pond 2* etc... All offers considered. **Sean Cannon (0263) 734281**

● Amiga 600, 2 Mb, 2 joysticks, mouse and 10 games. £250 or any offers. **James Hopkinson (0777) 860451**

● 5mb A500, external drive, 100mb HD, CD-ROM + 4 CDs, Star LC200 colour printer, £1500 worth of games. All original, 150+ PD games, £600. **Julian Harper (0732) 366184**

● Amiga 500 1Mb, 31 games, plus blank disks, 1 joypad, 2 joysticks, plastic cover, plus some Amiga mags – £175 ono. Must be in Kent area. **Jason Cotter (0634) 574402**

● CD32 with 11 games including; Microcosm, Gunship 2000, James Pond 3 & Nick Faldo Golf – £265 ono. Call after 6.00pm. **Nigel Jermey (0270) 589594**

● Amiga 500+, two Kickstarts 1.3 & 2.0. Joystick, lot of software including *Street Fighter 2* – £175 ono. **Chris Redfearn (0430) 873861**

● CD32, joypad, mouse, games, mags, boxed – £200 **Andrew Cockburn (0289) 331471**

● A1200 accelerator memory board. PC1202-4Mb RAM (no FPU) Boxed in mint condition – £150. **Jamie Hebbs (0438) 729424**

● Amiga 600 with over £500 worth of games, plus four joysticks with mouse and mat, disk boxes, and 20+ Amiga mag and 50+ coverdisks – £300. **Colin Heseltine (0234) 270960**

● Amiga 500 1 Mb, workbench 13, *Transwrite, Wordworth, Music Mouse, Music X, Amiga Logo,* loads more titles – £180 ono. **Anthony Persaud (081) 848 3461**

● A1200, 80Mb HD, external drive, 2 joysticks, trackerball, many extras, X-copy etc., £700+ worth of software – £900 ono. **Andrew Gardiner (0289) 330312**

● Amiga 500, 1 Mb, 2 joysticks, mouse and mat, over 50 magazines, over 40 games and FREE Yamaha keyboard – £160. **Stephen Mannion (0895) 630760**

● CD32 for sale with 2 control pads. 10 excellent games all mint condition. £400. **James Graham (0646) 682300**

● A1200 with £500 worth of software and external disk drive – £900. Plus FREE Mega Drive and hi-fi Unit. **Crumbly Sweetlove (081) 801 3069**

● Amiga 500, 1 Mb, mouse and over 15 games including *Lemmings 2, Monkey Island 2* and *Lionheart.* All boxed and working – £150 ono. **Robert Bennett (0734) 421246**

Roll up! Roll up for the mystery ads. Roll up! Roll up for the mystery ads. The magical mystery ads are waiting to take you away, hoping to take you today, take you away. Etc.

● A500, 1 Mb, mouse, joystick, modulator + 6 games (*Monkey Island 2, Indy: Fate of Atlantis*) **Chris Edwards (0584) 872137**

● Amiga 1200 with mouse, joysticks + manuals, £350 of software (including *Cannon Fodder, Chaos Engine, Pinball Fantasies* etc), also issue 12-41 of Amiga Power – £340 the lot. **Steven On (081) 549 6047**

WANTED

● *Beneath a Steel Sky* in the best condition, will pay up to £15. **David Clarke (0723) 890001**

● Clue book for *Space 1889*. Willing to pay £5. **Zin Walker (0494) 536855**

● *Monkey Island 2*, no pirates, must have instruction manual, preferably in Glasgow area, will pay up to £15. **Keth Kinsey (041) 337 6450**

● *Street Fighter 2, Mortal Kombat* and *Desert Strike* £10 each. *Police Quest* and *Pirates* £7 each. Call after 5pm. **Andrew Kirkland (0861) 548874**

● Wanted: Amiga contacts wanted. 100% reply. Also CD-TV for sale – £200. **Stuart Buckley, 2 Milstone Road, Knebworth, Herts.**

● Desperately wanted – *The Settlers* and *Nippon Safes*, or will swap one of these for *Push Over*. **Paul Roberts (0765) 601276**

● Wanted: An original copy of *WINGS* (WW1). I will pay for swap for the game. It is a 1990 game made by Lineworks. **James Barber, 6 Blacksmith End, Stattern, Leicestershire. LE14 4EZ**

● Wanted: *Space Crusade Voyage Beyond* expansion disk with instruction manual. **Neil Papworth (0424) 754962**

● *Legends of Valour* – disk 2. Will swap for *Steg the Slug* or will pay £2. **Richard Dunne (0473) 788942**

● Can anyone help me get *Rock Star Ate My Hamster*. As long as it works on an A1200. **Craig Burton (041) 649 2731**

● *Player Manager, Kick Off 2* and *Final Whistle* badly wanted. Will buy or swap. Help me please, I'm a desperate man! **Jeremy Armes (021) 371 1007**

SWAPS

● My *Jurassic Park* and/or *Zool* for *Superfrog, Brutal Sports Football, Liberation 2* or *Overkill* (disk). **Rowan Price (0497) 847476**

● *Trolls, International Soccer* for *Skidmarks, Sensible Soccer Int.* – All A1200, ring after 7.00pm. **Tom Parrott (0533) 353367**

● *Goblins 2, Fantastic Dizzy, Brutal Sports Football* – for *Monkey Island 1 & 2* or anything. Phone after 6.00pm. **Christopher Cooper (0782) 614865**

● I will swap my *Jurassic Park* A1200 or *Zool 2* for your *Simon the Sorcerer* A1200 or *Innocent Until Caught* or any other good adventure game. No pirates. **Kier Storey (091) 478 2549**

● Swap my *Special Forces, Monkey Island 2, Silent Service 2, M1 Tank Platoon, F17 Challenge, 1st Division Manager, Euro Football Champ, Robocop 2, Operation Combat, Allen Breed 92* and *Powermonger + Data Disk* for any decent game. Originals only. **Danny Buchanan, c/o Campbell, 38 Pollokshaws Road, Glasgow. G41 1PX**

● My original *Assassin, Street Fighter 2* and *RBI 2* for your *Mortal Kombat*. Crikey, that's three games for one. Originals only. **Paul Whelan Ireland – (01) 2868441**

● My *Police Quest 1+2, Cruise for a Corpse* and *Leisure Suit Larry 2* for your *Simon the Sorcerer*. **Darran Quinton (081) 989 7263**

● Swap my *Another World, SEUCK* and *Impossible Mission 2025* for anything good. Everything considered. **Rupert Harvery (0329) 834099**

● My *Wizkid* or *James Pond 2: Robocod* for your *Final Fight* or *F17 Challenge* (boxed please). Ring after 4.00pm. **Peter Gardner (0295) 253309**

● My *Lemmings 2, Batman Returns, Frontier: Elite 2* or *Chaos Engine AGA* for *Beneath a Steel Sky, K240* or *Innocent Until Caught*. **Jake Ashcroft (0778) 344768**

● Any 3 of; *Overdrive, Alien Breed 92, Full Contact, Silkworm, Golden Axe, 688, Shadowlands, Last Crusade, Midwinter 2* or *Double Dragon 3* for *Hired Guns*. **Scott Brewster (0234) 825897**

● Swap my *Premier Manager* for *G. Gooch's Cricket, Nippon Safes, Desert Strike, Crazy Cars 3, Robocop 3* or *World Class Rugby*. **Stuart (081) 850 8681**

● My *Zool* or *Body Blows* or both for *The Secret of Monkey Island*. Call after 4.30pm. **Seth Powell (0326) 574792**

● Swap my *Robocop 3, 1869, Smash TV, Push Over, F1 GP, Running Man, Final Fight, Thunderblade, Fire-Force, Street Fighter, Second Samurai, Football Director 2, Laser Squad, Midwinter, Silly Putty* and *SEUCK* for any decent games. Originals only. **David Wilson, 34 Pollokshaws Road, Glasgow. G41 1PX**

● *Stardust, Cannon Fodder, Monkey Island, Populous 2* and US SNES *Final Fight*. Anything considered including US SNES games. **Colin Dimmick (081) 301 1904**

● Swap my *Jimmy White's Snooker* for your *Graham Gooch's World Class Cricket*, or the cricket for £10. **Rajah Roy (081) 693 8978**

● Will swap *Chuck Rock* for *Rainbow Islands*. Will also swap *Sensible Soccer 92/93* for *Road Rash*. Darlington Area. **Mouth ULCA (0325) 482553**

● I will swap *Chaos Engine*, boxed with instructions for *Theme Park*. **Graeme Lloyd, 62, Acomb Crescent, Newcastle-upon-Tyne. NE3 2BA**

● *Settlers, MUPLC, A-Train, Space Legends, Sports Masters*. I want *1869, Desert Strike* and *Syndicate* – also anything decent. Phone after 6pm. **Ian Mcdonald (0226) 387339**

● *Mortal Kombat, Cannon Fodder* or *Bubba 'n' Stix* for *Desert Strike, Graham Gooch's Cricket* or *Banshee* (1200). **Rampant Oldfield, 9 Laughton Close, Eastbourne, East Sussex. BN23 8JU**

● I will swap my *Frontier: Elite 2* for your *Cannon Fodder* or *Beneath a Steel Sky*. **Jamie King (0505) 683507**

● My *Jurassic Park* (A600) and *Sensi Soccer 92/93* for your *Mortal Kombat* and A500/A600 *Total Carnage*. Must be in Co. Durham. **David Ripley (0325) 482553**

● *Elite 2, Empire Soccer 94, Premier Manager, World Cup USA '94, John Madden* for *Settlers, SOMI 2, Cannon Fodder, Championship Manager* Data Disk or any good games. **John McManus Italy – 010 509 6591**

● *PowerMonger, Legend, Bonanza Bros., Indy Action, Monkey Island, Pirates, Utopia, War in the Skies*. Sell or swap for anything decent, especially strategy games. Please phone after 6pm. **Matthew Buchan (0209) 718257**

● *Kick Off 2, Jimmy White's Snooker, Zool, Robocod, Outrun Europa, Populous, Spellbound Dizzy, Fantasy World Dizzy, Treasure Island Dizzy, Nitro Boost Challenge, Pro Powerboat Sim, Screaming Wings* or *Lombard RAC Pro Rally* for *Simon the Sorcerer, Cannon Fodder, Syndicate, Sensible Soccer, Skid Marks, Beneath a Steel Sky* – Phone after 6pm. **Andrew Cupples (08206) 51353**

PEN-PALS

● 16yr old, seeks male or female pen pal of same or younger age to talk about anything. I'll reply to all letters, so get scribbling. **William Sharp, 10 Greenbank Place, Edinburgh EH10 6EP**

● Contacts wanted. 100% reply. Send letters. **Chris Jones, 34 Park Street, Grimsby**

● Wanted: Pen Pals from anywhere 25+. Send list for a fast response. **Mark Payne, 5 Bassett Road, Coundon, Coventry CV6 1LF**

● 12 year old A1200 owner looking for male pen pal into sports and science fiction. 100% reply guaranteed. **Gavin Astin, 40 Langlands Road, Cottingley Bingley West Yorkshire BD16 1QJ**

● *Fantasy Football League* for up to 16 players. Send disk, SAE and £2. Prompt return. **James Edwards, 35 Eastney Crescent, Pendeford, Wolverhampton WV8 1YQ**

● Male/Female pen pals wanted, send games list, tips, cheats and gossip. **Maria Fry, 30 Friars Street, Shoebury Ness, Essex SS3 9BG**

● 15 year old A1200 owner seeks friendship with 14+ interests include music and computers. **Chris, 25 Warton Place, Chroley, Lancs PR7 2RG**

● Pen pals wanted to swap and talk about games. Any age, male/female. I will answer all letters. **Stuart McNeill, 8 Tayment house, 14 Harold Street, Dover CT16 1SA**

● Fit and virile male seeks contacts for A500/A600 games (beginners welcome) and also a wife (20+) SAE guarantees reply. **Harry Tang, 12 Mellalieu Street, Middleton, Manchester M24 3DN**

● Amiga contacts required, 100% reply. I'm an A500 owner who wishes to swap games. **Paul Bull, 56 Park Avenue, Attenborough, Nuneaton CV11 4PG**

● Wanted: Female pen pals. I am 17, I own an Amiga A1200 and I will write to everyone. **Jess Williamson, 352 Wood Vale Forest Hill, London SE23 3DY**

● Rookie A600 owner into footie, metal (thrash, gothic) seeks loony letter lovers (m/f) anywhere. 110% reply. **Spencer Noble, 38 Kensington Avenue, Old Colwyn, Colwyn Bay, Clywd LL29 9ST**

● I am 14 and I am seeking an interesting female or male friend to write to. If you're the above please write to me. **Iain Rayner, 15 Rowney Gardens, Sawbridgeworth, Herts CM21 0AT**

● Male penpal wanted 12-13 to exchange tips and stuff for the Amiga A500. Please send a photo. **Jon Harog, 28 Green Garth, Gt Clifton, Workington CA14 1TJ**

● Pen pals wanted. I'm 13 years old and would like a male or female pen pal from 13+. 101% reply guaranteed **Rebecca Felton, 15 Underhill Lane, Wolverhampton WV10 8NT**

● Contacts from home and abroad wanted to swap PD and Dance/Rave Tapes/CDs. **Kevin Nelson, 13 Sydney Road, Eastriggs, Dumfriesshire, Scotland**

● International Pen Pals wanted 14-27 male or female, interests Amiga, life, football and fun. 100% reply. Photo please. **Billy Murphy, c/o Miller, 25F Pine Crescent, Johnstone, Scotland**

● Do you like the Amiga? Yes? Perfect! Get writing! 101% reply or your money back. **William Jones, 38 Eldon Terrace, Bedminster, Bristol**

● 15+ pen pal required, preferably female into serious heavy metal. Pic please, only serious offers need apply. Must be witty and cute. **Darryll Sykes, 10 All Souls Road, Haley Hill, Boothtown, Halifax HX3 6OR**

● I am 14 years old, I like rave music and the Amiga 1200. 99.99% reply m/f write now! **Steven Gibson, 73 Thornbury Gardens, Borehamwood, Herts WD6 1RD**

● Hi, I am a 17 year old girl looking for a male penpal 18+ with plenty of interests. 100% reply **Kelly Chidgey, 126 Nobes Avenue, Bridgemary, Gosport, Hants PO13 6HX**

● 16 year old lad interested in computers would like a female pen pal aged between 14-16 years old. 100% guaranteed reply. **Steve Smith, 39 Wasdale Gardens, Estover, Plymouth, Devon PL6 8TN**

● I would like a female pen pal aged 13-15 from anywhere. Interests include music and cinema. Guaranteed quick reply. **Dean Talbot, 14 Hawthorn Close, Woking, Surrey GU22 0BT**

● Contacts to swap Amiga games and Manga videos. 100% reply. **Andrew Rowlands, 67 Runnymede Road, Redhouse, Sunderland SR5 5QP**

● *F1* expert requires pen pal. It's essential that you have an A500 and like sport. No losers. **Kirsty Reid, 11 Ninian Court, Lochside, Dumfries DG2 9PS**

● Pen pal wanted, m/f, any age. I like computer games, sport and all that stuff. **Fred May, 49 Elizabeth Drive, Wantage, Oxon OX12 9YG**

● I'm 21 and would like a female pen-pal for laughs, possible romance. **James Edmonds, 32 Evenlode Close, Grove, Wantage, Oxon OX12 0NW**

● Two lads, Yorkshire born + bred, seek girls 14+, for a chat over the pen and a cup o' tea. 'Serious'. **James Kitchen and Michael Tetley, 9 Sherwood Close, Eldwick, Bingley, W Yorks BD16 3EL**

● I am a 20 year old Amiga 1200 owner (male) looking for pen-pals who like PD/AGA demos, games, music... aged 15+ (m/f). 100% reply guaranteed. **René Clobes, Postfach 10 07 47, Untere Koeningstrasse 78-82, 34007 Kassel, Germany**

● Amiga contacts wanted. Exchange tips, etc. Any age. 100% reply. **Ian Simmons, 152 Lymington Avenue, Leigh-on-sea, Essex SS9 2AN**

● Female pen-pals wanted, to talk about computers and lots more stuff. 11-16 year olds. 101% reply all the time. **Craig Bull, 227 Ashby Road, Moira, Swadlincote, Derbyshire DE12 6DP**

● I'm 13 years old and female. I have an A1200 and would like a male pen-friend. Age not important. **Maria Davison, 185 High Street, Eckington, Near Sheffield, South Yorkshire S37 9DL**

● I am 12. I own an Amiga 600. I am looking for a m/f of the same age who likes computers and swapping games. 100% reply. **Andrew Travers, 5 Adelade Crescent, Weymouth, Dorset DT4**

● I'm 12 years old and interested in the A500 and anything having to do with sharks. Ages 11-13 preferred. **Yvonne Tomlin, 307 Lionheart Court, Anchorage, AK, 99508, USA**

● A1200 owner wants to swap games, overseas contacts welcome. **Rubber-neck Davis, 25 Wren Close, Edmonton, London N9 8OJ**

● I'm 18 years old and will write to everyone. I like playing computer games on my A500. **Khaled Al-Naser, Kingdom of Saudi Arabia, Al-Gassim, Al-Rass, PO Box 894**

● 16 year old male looking for pen-pals around my age who like to play games. **Henrique Soares, Travessa do Outerio, 146-D, 1200 Lisbon, Portugal**

● Coder looking for artist to design/write game with, send examples and ideas. 100% reply. **Mark Gray, 42 Locomotion Way, Royal Quays, North Shields, Tyne and Wear NE29 6XF**

● 14-year-old boy looking for m/f pen-pals. I like Pearl Jam, Nirvana, Terrorvision, RATM and violent computer games! **James Moriarth, 46 Lodge Road, Walsall, West Midlands WS5 3LA**

● I'm 15 and looking for a female pen-pal of the same age. 100% reply. **Lee Johnston, 3 Sutcliffe Court, Darlington, Co. Durham DL3 0JB**

Thanks to: **River Island** for the suits, Tim Smith for the guitars, Dave Golder for the drums and **The Loft** for the space.

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☐ Software ☐ Hardware ☐ Wanted ☐ Swaps ☐ Pen-pals

November 1994

SINISTER THEME PARK

How quickly we, the mighty beings of AMIGA POWER, tire of beneficence. Contemptuous of the weak, we abuse our terrible powers solely in order to amuse ourselves during the long, empty days. Like we're doing now, with *Theme Park*. It is a game of helping people. Helping people to have a good time. There is little scope for vengeance and retribution upon the tiny holidaymakers who spurn your carefully placed rides, burst into tears and tell everyone they meet to go to the fairground next door. We have already exhausted the limited possibilities of exploiting the game's mechanics to terrorise the tourists; shops selling excessively-fatty foods next to violent rides, roads that go nowhere, a complete absence of handymen, signs and drinks shops, and queues that snake their way grandiosely around the 'park' eventually leading to a teacup ride have all lost their shiny appeal. Which is why we now submit for your approval a hybrid of the boringly nice *Theme Park* and *Syndicate*. Kowtow enthusiastically before the explosively unpleasant *Sinister Theme Park*. You lucky people.

THE PLOT

It is the future. The mechanical entertainment industry is in the hands of three multinational corporations who are at loggerheads over territory, because he who controls the 'parks' controls the world. You are a corporate executive who wants to consolidate his position in the company by ANNIHILATING ALL OPPOSITION.

THE GAME

You select a territory to conquer with your funfair empire. There are no entertainers or maintenance workers. Instead, your cyborg agents, disguised as SINISTER TEDDY MEN, must maintain order and happiness levels by ELIMINATING DISSONANT ELEMENTS. Let us look at some examples.

PROBLEM: There is a long queue to get on a popular ride. The tourists may become bored and leave without going on the ride.
SOLUTION: Mow down the queue with a mini-gun.

PROBLEM: Unhappy tourists complain to people they meet, prejudicing them against your 'park.' But due to poor forward planning you cannot place signposts to evict them speedily.
SOLUTION: Immolate the unhappy tourists with a flamethrower.

PROBLEM: A rival company has sent in 'spoilers' – agents whose job it is to turn away tourists with elaborate stories of your SINISTER TEDDY MEN ELIMINATING DISSONANT ELEMENTS.
SOLUTION: Use your own 'spoilers' to destroy the rival company's 'park' with gauss guns. The tourists now have no choice but to use your 'park.' Use a clown sideshow to publicly execute tourists who have been swayed by the rival 'spoilers' as an example to all revolutionary elements that counter-insurgency will not be tolerated.

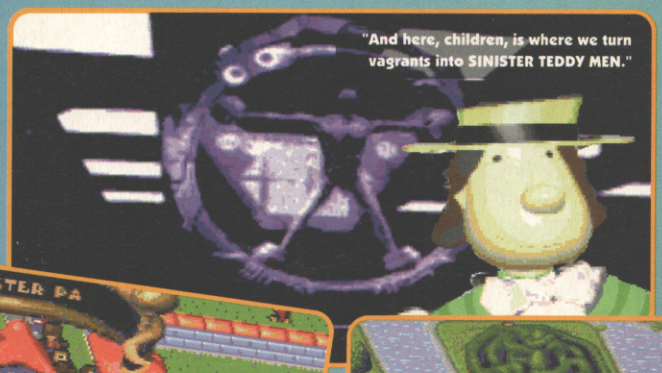
PROBLEM: Menial staff demand a pay rise. You refuse them, and they come out on strike, picketing your 'park.'
SOLUTION: Employ the innocence of the tourist bus to eliminate the strikers in a drive-by shooting.

ADVANCED PLAY

The flavour of *Sinister Theme Park* is clear. These initial acclimatisation levels would be followed by a plethora of complicated missions testing your organisational skill and animal cunning and brutality and everything. For example:

SITUATION: A rival 'park' is far more attractive than your own, and, despite your best efforts, tourists prefer it to yours. Profits are dropping dramatically.
MISSION: Send in your agents, posing as tourists, and direct them, without being seen, to sabotage the rides, booby-trap the pleasant hedges, infect the food stands with virulent botulism strains and slyly eliminate parents TO OVERSTRETCH THE ENTERTAINERS OF SMALL CHILDREN.

SITUATION: A rival company executive is opening a 'park' next to yours. In a populace-pleasing move she is taking an inaugural ride on their star attraction, a gigantic rollercoaster. The cars in front of and behind hers are filled with agents to guard against overt assassination. SHE MUST DIE.
MISSION: Exploit your planning genius to construct a rollercoaster of exactly similar specifications so that a SINISTER TEDDY MAN armed with a high-powered sniper rifle can crest the highest peak at the very moment the rival corporate executive's car crests hers.



SITUATION: Your 'park' is highly regarded by tourists from the powerful families of the independent north-eastern states. But it is a superficial victory; your profits have slumped dramatically because these super-tourists prefer relaxing in your sweeping gardens to spending money on your rides. You cannot ELIMINATE DISSONANT ELEMENTS outright for fear of acts of nuclear revenge.
MISSION: Construct an 'egeaniouse' maze of high hedges, patrolled by well-briefed SEEMINGLY FRIENDLY CHICKEN MEN. The well-briefed SEEMINGLY FRIENDLY CHICKEN MEN entice the super-tourists deep into the twisting tunnels, rob and kill them, and eject the bodies into the bordering lakes which are heartily stocked with rippy fish. Attractive trees conceal the liquid thrashing.

SITUATION: Your 'park' is hopelessly unprofitable, and spies of the powerful families of the independent north-eastern states are reporting vanishing relatives and mysterious scraps of damp cloth.
MISSION: Using a fictitious intermediate, insure your 'park' for a large sum of money. Then torch it. *(And that's quite enough of* Sinister Theme Park. *– Ed)*

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PC ACTION 90%

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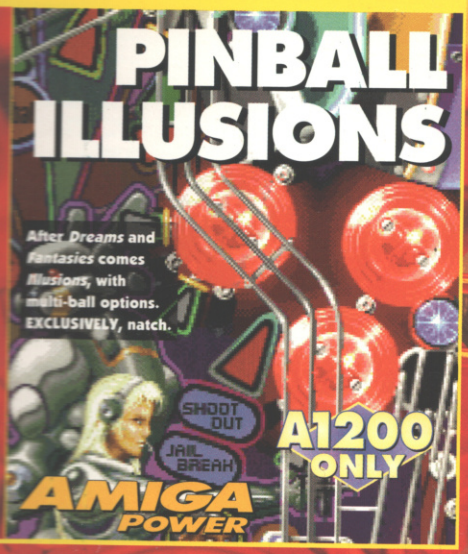

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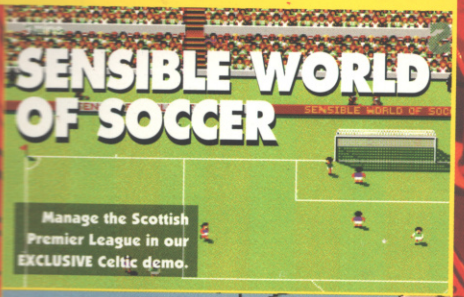

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